Banjo-Kazooie FAQ/Walkthrough Final

Updated on Aug 13, 2006

by nm14

1.3 E-Mail Policy

			, MM						
			MMM						
		M	11 `MM	М.					
, MMMMMM	M MMM	0 MMM MMMMM0	MMMM MMMM MM	יאזאק יי	MMMM 0				
, MMMMMM M MMMM	MMMM								
MM MM MM MM	MMM MMM		IMMMM MM		MMMMM				
	MM MMMM			MM MM	MMMM				
	MMMMMMMM			MM MM	MMMM	MMMMMM			
`MM MMM M		MMM		MM MMM	MMMMM	`MMMMM			
	IM MM		MMMM		MMMMMM				
M1 '			MMMM '	MMI	MMM0		MMN	IMM	
							MMN	IMM	
					, MMMMM	MM			
M	iommm mi	MMM1	М		MMMMMMM	MMM	ľ	IMM	
	MMMM MMM	MMM0 N	IMM M	MMMMMM	MM1 `MM	MMM 1MMM	IMMMM N	IMM	MMMMMMM
	MMMM OMM	4M MN	IMMM MM	MMMMMM	MM M	MM MMMMM	IMMMMMM	1M	MM'`MM
1 MMMMMM	MMMMMMM	MM	MMM MM	MMM		M MMMM	MMMN	1 MM	MM MM
0 MMMMM		MMM. MMM	MMM	MMMM	MMMMMMMM		MMMN		MMMMMMM
		MMMM MMMN		MMM	`MMMMMM		MMMM		MMM
		MM MM		MMMM MI				MMM	MMMM.
	MMMMM			MMMMMMI MMMM	<u>ATTATTAT</u>	UMM	IMMMM0		`MMMMMMM
			11						
		F	Full FAQ						
			_	: nm14					
			nm14.fa						
			For the	Ninte	1100 64				
			* <i>*</i> _	<<>>>	-**///>	<u> </u>		**	
>>>== * * = =	~~>>>*;	+///>>>				//			
<<>>>==**==<	<<>>>==*;	*==<<<>>>					-<<<>>////-		-<< /
<<>>>==**==<	(<<>>>==*;	*==<<<>>>					-<<<>///		-<< /
<<>>>==**==<	<<>>>==*;	*==<<<>>>					-<< /		-<< /
					~=~=~=~	=~=~=~=~			
		~=~=~=~	-=~=~=~=	~=~=~=	~=~=~=~=~ O N T E N				
~=~=~=~=~=		~=~=~=~=~ T A B I	-=~=~=~= _ E O	 F C (ОИТЕИ	T S		-~=~=	~=~=~=
~=~=~=~=~=~=	:~=~=~=~= :~=~=~=~=	~=~=~=~ T A B I ~=~=~=~=~	-=~=~=~= _ E O -=~=~=~=	F C (O N T E N ~=~=~=~	T S =~=~=~=~	=~=~=~=	-~=~=	~=~=~=~=
~=~=~=~=~=~= ~=~=~=~=~=~=~= or quicker n		~=~=~=~ T A B I ~=~=~=~=~	-=~=~=~= _ E O -=~=~=~= ne find	F C (O N T E N ~=~=~=~=~ e (ctrl+F	T S =~=~=~=~), and p	-=~=~=~= =~=~=== Paste th	 	~=~=~=~=
~=~=~=~=~=~= ~=~=~=~=~=~=~= or quicker n		~=~=~=~ T A B I ~=~=~=~=~	-=~=~=~= _ E O -=~=~=~= ne find	F C (O N T E N ~=~=~=~=~ e (ctrl+F	T S =~=~=~=~), and p	-=~=~=~= =~=~=== Paste th	 	~=~=~=~=
~=~=~=~=~=~= ~=~=~=~=~=~=~= or quicker n		~=~=~=~ T A B I ~=~=~=~=~	-=~=~=~= _ E O -=~=~=~= ne find	F C (O N T E N ~=~=~=~=~ e (ctrl+F	T S =~=~=~=~), and p	-=~=~=~= =~=~=== Paste th	 	~=~=~=~=
<<>>>==**==< ~=~=~=~=~=~= or quicker n he right int		~=~=~=~ T A B I ~=~=~=~=~	-=~=~=~= _ E O -=~=~=~= ne find	F C (O N T E N ~=~=~=~=~ e (ctrl+F	T S =~=~=~=~), and p	-=~=~=~= =~=~=== Paste th	 	~=~=~=~=
~=~=~=~=~= ~=~=~=~= or quicker n he right int	avigation	-==- T A B I -== n, use th x. You sh	-=~=~=~= _ E O -=~=~=~= ne find	F C (O N T E N ~=~=~=~ e (ctrl+F to the s	T S =~=~=~=~), and p ection i	-=~=~=~= =~=~=== Paste th	 	~=~=~=~=
~=~=~=~=~=~= ~=~=~=~=~=~=~= or quicker n	avigation	-==- T A B I -== n, use th x. You sh	-=~=~=~= _ E O -=~=~=~= ne find	F C (O N T E N ~=~=~=~ e (ctrl+F to the s	T S =~=~=~=~), and p	-=~=~=~= =~=~=== Paste th	 	~=~=~=~=
~=~=~=~=~=~= ~=~=~=~=~=~= or quicker n he right int Chapter 1 -	avigation	-==- T A B I -== n, use th x. You sh	-=~=~=~= _ E O -=~=~=~= ne find	F C (O N T E N ~=~=~=~ e (ctrl+F to the s	T S =~=~=~=~), and p ection i	-=~=~=~= =~=~=== Paste th	 	~=~=~=~=
~=~=~=~=~=~= ~=~=~=~=~=~= or quicker n he right int Chapter 1 -	avigation to the box	-==- T A B I -== n, use th x. You sh	-=~=~=~= _ E O -=~=~=~= ne find	F C (O N T E N ~=~=~~=~ e (ctrl+F to the s [B-K- 	T S =~=~=~=~), and p ection i	-=~=~=~= =~=~=== Paste th	 	~=~=~=~=
~=~=~=~=~=~= or quicker n he right int Chapter 1 - 1.0 Introdu	avigation	-==- T A B I -== n, use th x. You sh	-=~=~=~= _ E O -=~=~=~= ne find	F C (O N T E N ~=~=~~=~ e (ctrl+F to the s [B-K- 	T S =~=~~~~~), and p ection i PROLO] INTRO]	-=~=~=~= =~=~=== Paste th	 	~=~=~=~=
~=~=~=~=~=~= or quicker n he right int Chapter 1 -	avigation Prologue	-==- T A B I -== n, use th x. You sh	-=~=~=~= _ E O -=~=~=~= ne find	F C (O N T E N ~=~=~~~~ e (ctrl+F to the s [B-K- [B-K- [B-K-	T S =~=~=~=~), and p ection i PROLO] INTRO]	-=~=~=~= =~=~=== Paste th	 	~=~=~=~=

| [B-K-EMAIL]

Chapter 2 - Game Basics and Manual	[B-K-BASIC]
I	
2.0 Story	[B-K-STORY]
2.1 Controls	[B-K-CONTR]
2.2 Techniques	[B-K-CONTR]
2.3 Characters	[B-K-CHARA]
Chapter 3 - Complete Game Walkthrough 	[B-K-WALKT]
3.0 Tips	[D_V_TTDC1]
3.1 Spiral Mountain	[B-K-TIPS1]
	[B-K-SPIRA] [B-K-LAIR1]
3.3 Mumbo's Mountain	[B-K-MUMBO]
3.4 Grunty's Lair (2)	[B-K-LAIR2]
3.5 Treasure Trove Cove	[B-K-TREAS]
	[B-K-LAIR3]
3.7 Clanker's Cavern	[B-K-CLANK]
	[B-K-LAIR4]
3.9 Bubblegloop Swamp	[B-K-BUBBL]
3.10 Grunty's Lair (5)	[B-K-LAIR5]
3.11 Freezeezy Peak	[B-K-FREEZ]
	[B-K-LAIR6]
3.13 Gobi's Valley	[B-K-GOBIS]
_	[B-K-LAIR7]
_	[B-K-MADMO]
3.16 Grunty's Lair (8)	[B-K-LAIR8]
	[B-K-RUSTY]
	[B-K-LAIR9]
3.19 Click Clock Wood	[B-K-CLICK]
3.20 Grunty's Lair (10)	[B-K-LAI10]
3.21 Grunty's Furnace Fun	[B-K-FURNA]
3.22 Battle with Gruntilda	[B-K-FURNA]
Chapter 4 - Appendices	[B-K-APPEN]
4.0 Mumbo Tokens	[B-K-MUMTO]
4.1 Enemies	[B-K-ENEMI]
4.2 Items	[B-K-ITEMS]
4.3 Mini-Games	[B-K-MINIG]
4.4 Ice Key and Eggs	[B-K-ICEKE]
4.5 Secrets	[B-K-SECRE]
Chapter 5 - Ending	[B-K-ENDIN]
5.0 Credits	[B-K-CREDI]
5.1 Final Words	[B-K-FINAL]
	[,]

CHAPTER 1: Prologue

[B-K-PROLO]

Welcome to the Prologue. Please read the following sections before using this FAQ. You will learn things about myself, my writing style, and what this FAQ actually contains. I will not respond to e-mails that have obviously not been exposed to this section. Thank you for reading.

Welcome to my FAQ on Banjo Kazooie for the Nintendo 64. I have decided to write for this game since it is one of my favorite action-adventure games that I used to play when I was little. I remember late nights with the family, trying to gain the next jiggy. Yes, those are sweet memories, and I only think my sharing of strategies and other information about this game is necessary.

My contributor name is nm14 on GameFAQs, where I am an active writer. I have been writing for over three years now, which makes me quite experienced. Many of you readers have probably used many of my guides. Please, I encourage you to rate this guide, send e-mails about this guide, or anything else you want to tell me about this FAQ. Did you like it? Am I missing something? Just send me your thoughts, and I would really appreciate it. See the e-mail section for more information on contacting me.

This guide contains several things. First, and formost, I would like to present the complete walkthrough, which guides you through every single Jiggy in this game, as well as smaller collectibles. I will have detailed lists of the enemies in the game as well. All my strategies on every level will be written, leaving no secrets behind. I am here solely to give all of my knowledge about this game to you. I really hope it helps you, and enjoy the guide.

This guide is (c) copyright to nml4, the author. The guide may not be sold or reproduced under any circumstances. Exceptions may occur with written permission from the author (nml4) via electronic mail. To make matters a bit more clear, those that are interested in posting this guide on a web site, magazine, book etc. must ask permission using e-mail. Posted all around this guide, the e-mail address that you must use to ask permission for guides is nml4.faqs[at]gmail[dot]com. I am expecting formal requests, and polite manners. Those who do not meet the criteria listed above will likely not be reviewed, or deleted from my e-mail inbox. I will be checking web sites periodically to make sure sites are not stealing copyrighted material. FAQers are tough to cheat, so I would suggest that you ask permission. Honestly, it does not take that much work, and I will likely let you use the guide. Thank you for reading this important part of the guide.

The following sites may host as of yet:

- gamefaqs.com
- faqs.ign.com
- neoseeker.com
- gamerhelp.com

The following sites (courtesy of SinirothX) may NOT host this guide under any circumstances. They have been found to steal guides without asking, or asked and received an answer of no, but still hosted the guide. If you belong under this list, chances are you are not going to receive permission. Sorry, you had

your chance.

911 Codes	http://911codes.com
9 Lives	http://www.9lives.ru/eng/
Bean's PlayStation Dimension	http://www.bean.dk/psx/index.htm
Cheat Index	http://cheatindex.com
Cheat Matrix	http://cheatmatrix.com
Cheat Search	http://cheatsearch.com
Cheatstop	http://www.panstudio.com/cheatstop/
CNET Gamecenter	http://games.netscape.com/Faqs/
Console Domain	http://www.consoledomain.co.uk
Dirty Little Helper	http://dlh.net
Dark Station	http://www.darkstation.com/
Dreamland	http://kirby.pokep.net
Games Domain	http://www.gamesdomain.com
Game Express	http://www.gameexpress.com
Games Over	http://www.gamesover.com/
Mega Games	http://www.megagames.com
Square Haven	http://www.square-haven.net
Ultimate System	http://www.flatbedexpress.com
VideoGaming.net	http://www.videogaming.net/

Version Final - Everything in this guide is complete! I will only update some of the strategies and tips that you have. This is all I know.

Version 1.0 - All that is left to be completed are the Mumbo Tokens, some of the techniques, the items, and the enemies. The rest is all totally complete. Should be done in 1-2 updates.

Androgynous E-Mail: nm14.faqs[at]gmail[dot]com

Hey everyone. This is the e-mail policy portion of this FAQ. I am going to list what I believe to be "acceptable" or "unacceptable" e-mails. Of course, it would be very wise of you to correctly e-mail me if you are hoping for a response. Also, if you have made a mistake when e-mailing me, it is very likely I will block you so that you cannot send me any more messages. So, now that you all know what will happen if you incorrectly e-mail me, you have to find out what is acceptable and what is unacceptable. Please read below.

Do you have information that we have not covered in this FAQ? Well, read below. If you happen to know something in the FAQ please e-mail me. I am always interested in adding information from readers, but there are a few exceptions. If this FAQ is NOT labeled "Final" as its version, your added information may not neccessarily be used. I could possibly already know your information, but have not gotten to that section yet. So, do not guarantee that I will post your comments just because you were nice enough to e-mail us.

Now, for a little more about an "acceptable" e-mail, let's talk about the subject of the e-mail. I get a lot of e-mails about other FAQs that I have

written, so I can easily miss your e-mail unless you identify it. So, in the subject line, please include the words "Banjo Kazooie FAQ" in your subject line. This makes it a lot easier to sort things out in my e-mail. If you do not refer to what game you are commenting/asking for help on, I will most likely ignore the entire e-mail.

The last aspect that we would like to talk about is reading the FAQ. If you are in doubt, check around the entire FAQ before coming to us for direct help. It is likely that information is in other parts of the FAQ, and not neccessarily the part that you are looking at during that very moment. Any comments that are already answered in this FAQ will simply be ignored and blocked, as I have taken a lot of time to write this guide for you, you can do a little something for me as well.

If any of the above guidelines are not followed correctly your e-mails will be considered "unacceptable" and I am sure you know what that means. I personally think that it will be simple to follow the guidelines, and you will not have to worry very much about the process. Thank you, again, for your cooperation.

CHAPTER 2: Game Basics and Manual

[B-K-BASIC]

Welcome to the Game Basics and Manual section of this guide. In this section, I will try to provide all of the things you would normally find in the game manual of the game. So, if you already have the game manual, this section is honestly an optional read. You still might learn something new in this section though, so give it a chance even if you have a manual. Anyway, you will find things such as the story, characters, controls, moves, etc. I hope this section comes in handy: I put a lot of time into it!

This story is directly from the manual

At last, the dirty green and blue smog was beginning to clear. Gruntilda stood at the topmost window of her Lair, grinning wickedly down on her latest word. "Tiny creatures far below," She cackled, "which of you'll be first to go?" The witch rubbed her hands in glee at the prospect of putting her favorite invention to good use. It was her pride and joy: a machine that could suck the physical beauty from its victims for Gruntilda to absorb like a sponge! And it would certainly teach her cutesy sister Brentilda a lesson. How dare that interfering do-gooder inherit the family good looks and leave Gruntilda, well... slightly disadvantaged in that department?

Hah! Not any more, gloated the witch, picking her nose smugly. Not any more. Turning back the bubbling cauldron, Gruntilda began to cast the spell which would reassure her that she was, of course, the most wonderfully attractive creature in this bright new world...

Meanwhile, Tooty was skipping home through the sunny green fields of Spiral Mountain. As she reached the garden gate, a pair of blurry eyes that could only belong to her good friend Bottles popped up from a nearby molehill. "Morning, Tooty," he blinked, uncorking himself from the hole. "And what are your plans for this fine day?" Tooty jumped up and down excitedly, remembering Banjo's promise. "Oh!" she squealed. "When my lazy bother gets out of bed, we're on an adventure!" "That's nice." Bottles squinted up into the sky. "Hang on, isn't that your brother up there?" Tooty turned, and saw an odd shape swoop down towards them at high speed. "No, that can't be Banjo," She said, frowning "I wonder who it is..." "Sweeter than me? Prettier than me? Impossible!" Gruntilda was so furious at the cauldron words that she could barely control her broomstick, screeching with anger every time her boots clipped the treetops. "As cute as me, you stupid pot? For he own sake, I hope she's not!" The witch sped recklessly on until her target finally came into view: staring up at her from a field far below was the innocent young Honey Bear she'd seen in the depths of that treacherous cauldron. Gruntilda cackles. "I need those looks far more than she, and finally perfect I shall be!" she cried, and sent the broomstick into a steep dive.

Kazooie popped out of the backpack as erupted just outside the window.
"Banjo!" she squawked in alarm. "Banjo, wake up!"
The Honey Bear groaned and pulled a pillow over his head. "Aww, Kazooie, it's
too early," came his muffled voice.

"This is no time be lazy, farface!" trilled the Breegull, swinging anxiously to and fro. "We've got trouble!"

Banjo yawned, rolled over-and fell out of bed in surprise of Kazooie's struggles suddenly toppled both the backpack and its stand onto the floor with a crash. At the same time a sudden gust of wind blew open the curtains, and beneath the peals of manic laughter fading into the distance, Banjo heard the helpless cries of a voice he recongnised...

Tooty!

The bear gulped, realising that this is going to be one of those days. "Uh, Kazooie, what are you doing down there? He said in confusion, grabbing the backpack as he bolted for the door. "This is no time to be lazy-we've got trouble!"

This section simply gives button controls. For actually techniques, see the next section.

Joy Stick - Moves Bajo in desired direction A Button - Jump/Swim B Button - Claw Swipe/Beak Bomb/Swim R Button - Back-Angle Camera L Button - No Function C Buttons - Moves camera angle Z Button - Crouch Welcome to the techniques section of this guide. In this section, I will give you special move button combos, along with descriptions of those moves. These moves are not necessarily difficult, but certainly are necessary for completing the game. Enjoy the section.

Technique #1: HIGH JUMP - Press and hold A

The High Jump is really a simple task, but still pretty useful. All you have to do is press and hold A. This will allow Banjo to jump slightly higher than his normal jump. Of course, he can also jump slightly farther using this method. There is a higher jump that you can use, but it is slightly more inconvenient, which can cause some problems when you are surrounded by intense action in a particular level. I guess is sort of depends on the scenerio for when you should use this jump, or the other.

Technique #2: HIGHER JUMP - Hold Z + Press A

The higher jump, as I like to call it, is simply a backflip from a crouch position. This is certainly the highest jump that Banjo and Kazooie can perform in this game, so make good use of it to get to higher platforms. Essentially, you are doing a huge backflip, and you are going directly up into the air, which is really important.

The Flutter move is simply an extra boost after you jump. Kazooie will pop out of the backpack, allowing you to "fly" for an extra second or so. This is a good technique when you are making long jumps, platform to platform. Also, you can get higher, which is useful when you are in water and you need to jump on the land area.

Technique #4: RAT-A-TAT-RAP - Press A + Press B (in the air)

The Rat-a-Tat-Rap move is pretty useful, because it gives you an extra boost in the air, like the flutter, but is also used in the form of an attack. What happens is Kazooie pecks three times in the air after you have jumped, and each peck is aimed at one of the enemies. Use this attack for enemies that like to lurk in the air.

Technique #5: BEAK BARGE - Hold Z + Press B

The Beak Barge move is less important, mainly because it is extremely slow to perform, and not particularly effective on any enemy. Basically, you will be in crouch position, then charge forward beak first. This is good for defeating strong enemies, or possibly breaking crates or something of the sort. Just think of power, and what you need power to break/defeat, then use this move. _____

Technique #6: ROLL - Press B (while running)
============

The roll is a simple technique. You can roll into enemies, which can be useful if you do not like coming too close to them. I do believe that rolling does not make you move any faster, so I would recommend not rolling when you are exploring certain areas. If you can prove me wrong, send me an e-mail, but I have never really timed it.

Technique #7: TALON TROT - Press Z + Left C Button

The Talon Trot is a very useful move, as it allows you to move much faster than regular running, and allows you to run up steeper slopes. Kazooie has much better agility and friction with the ground than Banjo, so putting Kazooie in control can be helpful at times. Of course, you cannot really attack in this position, so you are pretty vulnerable.

Technique #8: BEAK BUST - Press A + Z Button (while in air)

The Beak Bust technique is very powerful in terms of attacing and breaking certain objects. Basically, you will send Kazooie smashing down at the ground, breaking anything in the path. It is very useful to killing smaller enemies on the ground, as well as slow moving enemies. If you see X spots or different patterns in certain areas, try Beak Busting it to see what happens. Sometimes you get lucky and a secret area is revealed.

Technique #9: FLYING - Press A on a flying pad, A to head up

Flying is very useful at times. Basically, you will have to find a flying pad, which is a blue pad with red feathers on it. Then, press A to go shooting into the air. Once you are airborn, you can go anywhere throughout the level, and you won't fall if you continue to press A to head upwards. Of course, you will need Red Feathers to fly, and you lose them while flying. Whenever you find a flying pad, I would recommend using it as often as possible to get to hard to reach areas.

Technique #10: BEAK BOMB - Press B while flying

The Beak Bomb is not used ALL that much, but still is essential to beating the game. Basically, when you are flying, you can charge a sudden thrust forward by pressing the B Button. This will take out any enemy. Look for targets and X spots (on the snowmen) as indications of when to use the Beak Bomb. I would not recommend using this to defeat enemies regularly, because if you miss, you will lose some valuable health, at times.

Technique #11: SHOCK JUMP - Hold A on a Shock Jump pad

The Shock Jump pads are green with Kazooie feet on them. Basically, if you hold A on one of these pads, Kazooie will charge up for a huge jump into the air.

Whenever you see these pads, you know you must get to a higher level to move on in the level. Sometimes, you will want to charge your jump OFF the actualy pad, to gain more horizontal clearance, as well as vertical clearance. Just keep that in mind when you are playing.

You can gain plenty of Kazooie eggs, those small blue eggs all throughout the levels. By pressing the buttons, you can shoot eggs forward at a stronger velocity. Shooting them from behind will result in a dump sort of process (of course, that sounds gross naturally). Try shooting eggs at walls to break them, or webs. Sometimes you can kill enemies using eggs.

Technique #13: WADING BOOTS - Find a pair of Wading Boots

Wading Boots allow Banjo and Kazooie entrance into slimy, nasty areas that will normally take away your health. There is a time limit to these boots, so keep on your toes while using them. If you ever find a pair, you are guaranteed to find something of interest around the swampy areas nearby.

Technique #14: RUNNING SHOES - Find a pair of Running Shoes

Running Shoes allow Banjo and Kazooie to run really fast. So fast, that no one in the game can keep up with you. When you need to do something really fast, such as beat a time limit, you may want to use a pair of Running Shoes if they are nearby. Also, they make mobility a heck of a lot easier. Then again, there are not too many pairs of Running Shoes in this game...oh well.

Technique #15: INVINCIBILITY - Hold Z + C-Right

You will need Golden Feathers to use this technique. Basically, Kazooie will spread her wings as a shield for Banjo. You cannot be hit while using this move, but you will lose Golden Feathers fast while using it. Note that you can defeat enemies by touching them while in this mode, so it can be useful for tougher enemies, when you get to that point.

This section lists the main characters in the game. Just a brief description of them, really.

+----+
| Character #1: Banjo | Good Character
+----+
|Banjo is simply a large bear who loves to go on adventures. He is not a very |
|large bear, but still can be intimidating. His fur is medium brown, and he
|
has a large black nose. He loves to go on adventures, hence the many titles |
|that he is included in. However, he usually has a companion, Kazooie.

++
++ Character #2: Kazooie Good Character
<pre>++ Kazooie is Banjo's companion. Although you do not control Kazooie very often, he really does play an integral part to the game. Most of the special moves learned throughout the game involve Kazooie (moving quickly is one of them). He is a red chicken/bird. He likes to talk a lot of smack, which is quite humorous sometimes. ++</pre>
++
Character #3: Tooty Good Character ++
<pre> Tooty is Banjo's lovely sister. She is the reason for this game, as she was too beautiful for Gruntilda to handle, so she was captured. Now, Banjo's objective is to find and rescue her before Gruntilda can transfer her looks into Tooty, or even harm her. </pre>
++ Character #4: Gruntilda Bad Character ++
Gruntilda is the main evil nemesis in this game. She is obsessed with her looks and such, so she steals Tooty, who is more beautiful than her. She is constantly trying to cause Banjo trouble, and she is behind all of the little traps and tricks hidden throughout the game. Your goal is to defeat her in the end. She is also one ugly witch.
++
Character #5: Brentilda Good Character
Brentilda is Gruntilda's sister. She knows tons of things about Gruntilda that you will eventually also have to know, so she really helps you out in the game. She is sort of like a fairy who refills your health. She is hidden all throughout the game, so try to find her and memorize the information that she gives you.
0000000000000
CHAPTER 3: Complete Game Walkthrough [B-K-WALKT]
00-0-0-0-0-0-0-0-0-0-0-0-0-0-0-0-0-0-0
Welcome to the game walkthrough for Banjo Kazooie. In this section, I will lead you, step by step, through each world. I will explain how to get each item as well. Some things may be out of order if you are not totally following this guide, but for the most part, you should be able to find things easily. If you are looking for a specific world, simply go to the Table of Contents, and look

for the quick navigation code, and paste it into the Find function. Enjoy.

Just some general tips while playing the game.

- 1. Use Kazooie's Talon Trot to move quicker.
- 2. Grab Mumbo Tokens when you can (you will need them).
- 3. Don't spend all your time with musical notes, unless you want all of them.
- 4. When collecting Jinjos, try to simply play the level without thinking about collecting them. Naturally, you will find them and save time.
- 5. Write down Brentilda's comments. Of course, you can always just look at my guide, which gives you all the correct answers :)
- 6. When jumping from higher heights, use the Flutter just before you hit the ground to save some health.

Ok, so starting the game should not be much of a problem. Grunty, your main nemesis in this game, captures your little sister, Tooty. So, you have to go on this fun-filled adventure to recapture your sister. First, you need to understand the basic moves before you can enter Grunty's Lair.

Bottles, your mole friend, will appear in many different mole holes around Spiral Mountain. You must go to each of these and learn a new technique before you can climb the large Spiral Mountain in the center, and move across the bridge into the Lair.

First, move forward until you reach the first mole hill. Speak to Bottles and he will tell you about the camera system. The C-buttons will change the camera view at any time, and the R button will zoom the camera directly behind Banjo. You are going to be pressing the R button ALL the time in this game, so you should probably get used to it right now. For now, head to the left into the next area, with another mole hill.

Here you will learn all about the jumping system. Holding A will allow Banjo to jump slightly higher than a normal jump. Also, pressing A twice in a row will give Banjo a slight boost in the air. You can practice all of this on the tree stumps in the area. At the far northeastern tree stump, you will see a Honeycomb. Six of these will give you another energycomb on your life bar, so these are really important. In fact, there will be six hollow honeycombs in this level. Remember, hollow honeycombs are not the same as solid honeycombs, which are simply life regenerators. Anyway, to get this comb, crouch using Z, then do the backflip by pressing A to get maximum air, onto the stump.

If you continue slightly north of this area, you will find another mole hill where Bottles teaches you about the swimming aspect of this game. There are two types of swimming: leg kicks and arm swings. Leg kicks have more control, but are much slower, and the arm swings are the opposite. Head around the moat until you reach the bridge, where you can find another honeycomb in a small gap on Spiral Mountain. Now, head back to where the last mole hill was and continue north.

Jump around the following platforms, using the extra A boost to get to some of the platforms. At the end, you will gain a third hollow honeycomb. Also, if you jump into the waterfall, you will find a 1-UP, which may be useful. Head back down and cross the small bridge until you reach the next mole hill. This

one teaches you how to climb trees. Simply jump into a tree and you can climb it. If you cross the small bridge, you will see a tree with a hollow honeycomb on top. Grab this, then continue forward and climb the small ramp into the garden.

This garden will teach you all about attacking. You can use Claw Swipes, which are simple B button attacks. You can also Roll and using the Rat-a-Tat-Rap, which is a bird peck while in the air. Defeat the easy vegetables (you cannot be hurt at this point, so don't worry about your health). Finally, head all the way back down to the eastern section of this area. This is where you learn the Beak Barge, which is simply a crouch (Z) and a Barge (B). Break all the rocks here (4 of them) to gain another hollow honeycomb to complete your ring. Now, climb the Spiral Mountain in the middle and cross the bridge into Grunty's Lair.

So you watch another funny cutscene of Grunty trying to transfer Tooty's looks for her own. Once you gain control, you will want to head slightly to the left and jump on the small platforms to the top. Once you get to the top, you will find your first Jiggy!

> O-----O | JIGGY COUNT: 1 | O-----O

Now, head east of where you are until you reach a small mountain. Make a right from there, to get to a small painting missing one single jigsaw piece. You can use the Jiggies that you collect in the worlds to unlock new levels. There are a certain number of Jiggies missing from each level painting, but this one is only missing one. So, stand on the activation platform and press A to fill the missing Jiggy. Then, Mumbo's Mountain will be unlocked and you can enter the first world via the small mountain you just passed on the way here. So, let's get started, shall we?

Welcome to your first world of this game. This one is pretty relaxed, so don't get too nervous. First of all, Bottles will tell you that there are three new moves to learn in this world! You must find his mole hills in order to learn these moves. Also, I should note that there are 10 Jiggies in each world to collect. If you want to exit a world, simply stand on the Start pad that you began the level on. First, head forward and Claw Swipe or Roll over the two enemies. The solid honeycombs left behind refill your health. Cross the bridge ahead and collect the musical notes. These will help you open Note Doors, which I will explain in greater detail when the time comes.

Avoid the bull on this side. The honeycomb distributor in the center platform will give you three solid honeycombs whenever you need them. First, head north until you find Conga in his tree. He will shoot large fruits at you from high above. Notice the small switches with fruit symbols on them, just below his tree? Well, you must stand on these, hoping Conga will throw a fruit in your direction. Then, dodge the fruit and the switch, if successfully hit, will disappear. Do this for all three of the switches and you will gain your first Jiggy in this world.

O-----O | JIGGY COUNT: 2 | O-----O

Alright, head back to where the bull was, and climb the slope filled with music notes. Once you get to the top, roll attack the ant enemies, then head to the left up the slope to find a mole hill. You can learn the Talon Trot, which allows Kazooie to take control, moving much faster, and he can go up steep slopes. This is really pretty useful. Use it to get to the music notes up above. Also, grab JINJO (Orange) at the end. Finally, there is a MUMBO TOKEN just behind the structure, which can be used for magic later. Now you can take that shiny Jiggy in the middle.

> O-----O | JIGGY COUNT: 3 | O-----O

Head back down to where the bull lurks. We have two easy Jiggies right next to Conga again. First, climb his tree to grab an orange. Then, take this orange over to the Chimp just under the area. He will thank you and give you a Jiggy, which will also raise a platform leading to the next Jiggy.

> O-----O | JIGGY COUNT: 4 | O-----O

So, use the High Jump on this tree stump to get above. There is another mole hill here, which will teach you how to shoot eggs at your enemies. Simply press Z to crouch, then the C-Up button to shoot ahead and C-Down to shoot behind. Head slightly to the right and over to the tree stump that places Conga in full view again. Shoot one egg at him. He will then throw an orange, so dodge it. Do this again, and he will shoot two oranges. Finally, hit him a third time and you will have defeated Conga once and for all. Before grabbing the Jiggy, head back to the mole hill and jump on the platforms to gain some musical notes and a MUMBO TOKEN. Then, head back down and grab the Jiggy.

> O-----O | JIGGY COUNT: 5 | O-----O

Now we are going to want to grab a few Jinjos. Head back to the bull and over to the water. There is a JINJO on the platform sticking out of the water. Also grab the six musical notes that are in the alcove underwater, near the Jinjo. Head all the way back to the beginning of the level and grab the JINJO just to the left of the start point. Now, make your way up to the pathway just to the northeast via a High Jump. Climb all the way until you reach the totem pole area. First, speak to Bottles to learn your third and final move for this stage. This is called the Beak Buster. You have to jump, pressing A, then press Z to slam the ground. Do this on all the surrounding huts. Some will give you musical notes, some blue eggs, and some spit out enemies. Once you hit all of them, you will gain another JIGGY.

> O-----O | JIGGY COUNT: 6 | O-----O

Now, head over to Mumbo's Hut. There is another JIGGY inside the right eye of the Mumbo Hut. You can grab this by doing the High Jump.

O-----O | JIGGY COUNT: 7 | O-----O

And, the next task is dealing with that totem pole in the middle. There is a MUMBO TOKEN just under the bridge that leads to Mumbo's Hut, so grab that for starts. Then, head up to the head of the totem pole and fire an egg into the first mouth. It will then disappear and the next totem will fall. Once you have hit all of the totems except the last one, jump on the totem and do a High Jump to gain a HOLLOW HONEYCOMB (1). Hit the final one, going a bit faster than the last couple. Really, it should be a simple process. Once you are finished, you will gain another JIGGY. This is getting pretty easy, eh?

O-----O | JIGGY COUNT: 8 | O-----O

Note that one of the JINJOS should have been obtained via destroying one of the peripheral huts using the beak buster. Now, you are going to want to use the Talon Trot to move down the steep hill towards the start of the level. There are several ledges here. Most of them contain groups of three musical notes, which should all be collected. Around this time, you should have 50 musical notes out of the 100. Bottles will tell you that you have enough musical notes to get into the next Note Door. I will explain this after you finish this entire world. Continue to the platform with a free JIGGY.

O-----O | JIGGY COUNT: 9 | O-----O

Also note that you can collect the HOLLOW HONEYCOMB (2) that leads to the water below, in the small alcove. That is all the Hollow Honeycombs you can collect in this level. Now, head back passed the bull and Talon Trot up the other steep slope, collect all the musical notes and the final JINJO. This will give you a free JIGGY right on the spot.

O-----O | JIGGY COUNT: 10 | O-----O

Ok, now for the final Jiggy, we have to use Mumbo Magic. To do this, we will need a total of 5 Mumbo Tokens. If you do not believe me, you can enter Mumbo's Hut and he will tell you, based on the sign he has posted inside there. So far, we have three Mumbo Tokens. The fourth MUMBO TOKEN is behind the Jinjo that was just to the left of the starting point of the level. Now, we have to head back up to the area just to the left of Mumbo's Hut. There is a small entrance leading to a small mountain. Use the Talon Trot here to jump on the outside of this area to grab the fifth MUMBO TOKEN. Head back out and return to Mumbo's Hut to use Mumbo Magic.

Mumbo will transform you into a small Termite. Ok, so enter the place you just came from and continue around the outside of the mountain. The final musical notes should be in here, so grab them as you make your way up. Once you get to the top, exit out the door. Grab the 1-UP just to your left, then head up the spiral mountain until you reach the top, where you will gain the last JIGGY of this level.

> O-----O | JIGGY COUNT: 11 |

The last thing to do in this level is to head back to Conga, over to where the Chimp created that extra platform. High Jump to the top, and jump left over to the Witch Pad. Use the Beak Buster on this pad to trigger a Jiggy in Grunty's Lair. It is just above the mountain where you enter this world. Before you finally leave, use Mumbo Magic one more time, then exit the level.

The Termite can jump all the way to the top of the mountain to grab the second JIGGY in Grunty's Lair. If you want, you can press start and check your item status. You will notice that there are 10 total in Grunty's Lair. Already 20% done there! Not bad, for only beating one level. So, Mumbo's Mountain is all finished. Now we can move onto the second world.

O-----O | JIGGY COUNT: 12 | O-----O

Continue down the hall way, this time passing the Spiral Mountain entrance and the Jiggy on the platforms that you collected before. Use the Talon Trot to get up the steep green area ahead. Then, speak to Bottles at the top and he will explain all about Note Doors, which exists just ahead. Basically, in order to open a Note Door, you have to have the number of musical notes listed on that particular door. You needed 50, as Bottles told you back at Mumbo's Mountain. You should have more than this. If not, you better go back and collect enough. Enter the door.

To your right is the Treasure Trove Cove painting. You need two Jiggies to complete this painting, so activate this by pressing B. Then, head to the left and jump into the Red Cauldron. Once you find two cauldrons of the same color, you can use them to transport back and forth. This will prove beneficial once you get farther into the game. For now, you are going to want to head back to the painting, then up the area until you find a stream of water. Just free fall down the water stream and then enter the next area via the skull like door. Head over to the large treasure chest entitled Treasure Trove Cove, the second world.

Welcome to the second world of the game. This one if probably one of my favorite levels, and I am sure you will enjoy it. To begin, collect the musical notes on the starting pad. Also, note that there are two new moves in this world, both of which are very important in the game. Anyway, the first JINJO is under the starting pad. Beward, however, because the Shark will come after you once you enter the water. This means you have to grab the Jinjo FAST. To do this easily, simple dive underwater, then press A to paddle kick, making it much easier to control and grab the Jinjo. Took me a few times, so it's no easy task. There are two trees to your left and right. Grab the Red Feathers, which are used later on in the level.

Make your way to the left entrance to find Nipper, a small mini-boss. Basically you have to Rat-a-Tat-Rap the enemy, which is jump and B. Avoid his three minor

clips, then hit him using the above attack. Do this three times total, and he will be defeated. Just be warned he starts to clip faster after each hit. Now, you have not obtained the Jiggy yet. Before you enter his shell, head around to the back of the shell to gain the MUMBO TOKEN. Then, enter the shell and grab the musical notes along the path. Kill the Crab enemy in here, then take your JIGGY!

O-----O | JIGGY COUNT: 13 | O-----O

Once you exit, you can climb the trees for some more Red Feathers. First, make your way to the water area. Notice a moldly-like wall in around the water. You have to swim there, underwater, to find a HOLLOW HONEYCOMB in the small alcove. Note that the Shark will be following you, so try to do this fast. Your best bet is to make it alive, whether he hits you a few times. You can get health on the bach quickly. In fact, once you get onto the beach, head forward to take out the crab enemy and enter the main area. Ignore the ship for now, but climb the trees to gain four musical notes a piece. Then, use the red crates to your right to get to the higher level. Once up here, you can collect the many musical notes, but speak to Bottles just above the crates when you are done.

He will teach you the Shock Jump, which when holding A on a Shock Jump pad, launches Kazooie way up in the air. Use the following Shock Jumps to grab a JINJO, MUMBO TOKEN, and some musical notes. To get to the Jinjo, you will have to launch from the ground, instead of from the pad, so keep that in mind. Then, head to the high ledge where some musical notes are guarded by an enemy. Head towards the main mountain and use the Shock Pads to get the JIGGY in the alcove.

> O-----O | JIGGY COUNT: 14 | O-----O

Now, head down to the beach area where you will find another MUMBO TOKEN just behind the area leading to the water and the wall. High Jump into the treasure chests, timing your jump so they don't chomp you. You can grab some Feathers and musical notes. Then, make your way down the skinny path. Once you get to the larger structure, climb it around, avoiding the gaps and such, and make your way to the top. Beak Bust the large X to gain a clue. We cannot use this right now, but later we will. Just jump down and swim to the underpass. Use the crates to save yourself from Cruncher, the Shark. Grab the MUMBO TOKEN just below the underpass. Then, head back to the small pass ahead. Instead of going up the bridge, head under and around to some Red Feathers and some crates in the water.

Jump from crate to crate and over to the ledges with eggs on them. Keep making your way up until you get to a JIGGY. It takes some practice, so be patient when you make your jumps. Getting back up here takes some time.

O-----O | JIGGY COUNT: 15 | O-----O

Head back to shore to where Nipper was. Then, use the Shock Jump pad to get to the upper level and over to the large treasure chest. You can jump into the large treasure chest to get some eggs. Also, head over to the skinny bridge to gain some notes and hit another red x clue. Then, use the Shock Pad at the back area to get to the next level. There is a MUMBO TOKEN underwater here. You can take out some of the enemies, then make your way to the next Shock pad. Up here, you can use another Shock Pad to get to the upper level. To your left is a ledge that leads to another JINJO. Then, head into the large pool and the bottom contains a JIGGY.

O-----O | JIGGY COUNT: 16 | O-----O

Now, let's head over to that large mysterious ship in the middle of the level. Climb the side of the ship and grab the musical notes. At the top, speak to Bottles to learn how to fly. Simply press A on a flying pad. For now, leave the pad. Head back down and grab the musical notes on the other side. Then, head around to the middle of the deck and climb the center pole to get another MUMBO TOKEN. Speak to Cap'n Blubber, and he will tell you that he has lost his missing treasure. You have to find his gold and bring it back to him to gain this next Jiggy.

The first gold piece can be found by jumping off the ship, then under water there is one entrance into the ship. Head into there, then grab the musical notes and the golden piece. Go back onto the ship and give the gold to Blubbs. Then, make your way around the ship to find a small square just lower than the rest of the ship. Beak Bust this part to get to the other side of the ship. Grab the MUMBO TOKEN here, the musical notes, and the final gold piece. Head pack up using a High Jump on the crate, then give the gold to Blubbs. He will reward you with a JIGGY.

> 0-----0 | JIGGY COUNT: 17 | 0-----0

Now, you are going to want to head back up to that flying pad on the top of the ship. Fly towards the underpass, then to the left to find a large treasure chest, chomping away. There is a JIGGY inside this chest, so take the freebee.

O-----O | JIGGY COUNT: 18 | O-----O

Head back to the previous flying pad and grab the green JINJO at the top of the large pole. Now, fly over to the underpass, this time going right instead of left. Grab the music note and enter the next area. Make your way to the top of this small mountain, to reach a lighthouse. Behind the lighthouse is a Witch pad, so pound it to trigger an outsie Jiggy. Then, head over to the front of the lighthouse and Beak Barge the door to grab a MUMBO TOKEN. Head inside and grab the music notes. Use the Shock Jump pad to gain the JIGGY on the top.

> O-----O | JIGGY COUNT: 19 | O-----O

Go pack to the same flying pad and fly over to the large spiral mountain just ahead. Here, use the flying pad and climb those brown wooden stairs ahead, grabbing the musical notes on the way. You will find two MUMBO TOKENS in the treasure chest ahead. Make your way to this familiar area. Go over to the flying pad that you did not use before. Use this flying pad to get to the next few, following the clues as directions. Finally, you will get to a question mark. Just jump down to the large X and kill the enemy. Then, slam the X and a treasure chest will pop out and jump in a circle. Slam the chest and you gain the JIGGY. | JIGGY COUNT: 20 | 0-----0

For the final JINJO, simply head to a landing pad and continue flying all the way up to the top of the level. There is a yellow Jinjo on top of a tree on a ledge that is sticking out of the mountain. Grab the JIGGY once you rescue it.

O-----O | JIGGY COUNT: 21 | O-----O

Alright, one more to go. Head to where Bottles taught you the Shock Jump. If you look to the right, you will see a small ledge. Jump to this ledge, and you will meet a bucket. Throw two eggs into this bucket using the back egg throw. This will shrink the water surrounding the castle. Enter the castle to find a mini-game.

Mini-Game - Spell "Banjo Kazooie"

For this mini-game you have 100 seconds to spell out Banjo Kazooie. To spell this out, you must Beak Bust the letters on the floor. You can use any of the letters at any time, as long as you spell the words in the correct order. Note that you will not use all of the letters, so keep an eye out for where the letters that you actually need are. Once you spell out the two words, the cage with the crab opens. You must Beak Bust this crab twice to defeat it. Grab the health left behind, then do a High Jump to get to the last JIGGY!

> O-----O | JIGGY COUNT: 22 | O-----O

Now that you are back in Grunty's Lair, you can grab that Jiggy that you triggered with the witch switch. Just do a High Jump on the cannon sticking out on the wall. Do another high jump to get to the next level. Defeat the enemy here and grab the Red Feathers. Then, head to the next ledge and you can claim the JIGGY.

0-----0 | JIGGY COUNT: 23 | 0-----0

Make your way back to the sewer area. Head to the right door, where you first entered this area. Then, make your way over to the Shock Jump pad to the right and use it to find Clanker's Cavern picture. Use your Jiggies on this picture and then you will notice the entrance is in some foreign location. No problem, just head back to the sewer room and use a High Jump to get to the passage on top of the sewer. Here, head to the right and Beak Bust the tower switch. Just cross the platforms to get to the entrance of the level. If you want, you can Beak Bust the switch to your left prior to entering this level. It is really up to you. Now, enter the level for some water fun.

 First, jump down into the water pit below. Then, kill the crab on the land just ahead. Make your way to the west wall. Notice a black pipe. Jump to it and climb to the upper level. Make your way across the pipe, avoiding the enemies that pop out of the dark holes. Simply wait for them to pop out, then go back into the hole, then you can cross safely. Grab the musical notes and feathers in this area. You can then jump to the next pipe and over to the MUMBO TOKEN. Continue to the next pipe with the feathers, then grab the JINJO, avoiding the enemies on this pipe. Once you have collected the Jinjo, you can head back down to normal level, into the large pit of water ahead.

First, you should swim down into the tunnel with musical notes. You will meet Clanker here, who really wants fresh air. So, we will give it to him by first going to the upper level to gain some air health. Then, follow his chain all the way down to the bottom of the level. There should be a golden key. You must swim through the key hole three times to raise Clanker. Note that this can not be done in one dive unless you use the air bubbles that the fish provide. If you do not use those bubbles (and it is hard to control under water, let's face it) then you can simply make two or three trips down to the key hole. Once you have completed the process, you can jump onto Clanker's fin, then High Jump to the main body. Collect the musical notes here and grab the JIGGY.

> O-----O | JIGGY COUNT: 24 | O-----O

Now that you are on Clanker, make your way over to the screw that keeps going way up into the air. When it comes down, move on top of it. Once it pushes you to the top of the level, quickly head onto the platform. Make your way across the skinny bridge with the musical notes, then High Jump to the JIGGY.

O-----O | JIGGY COUNT: 25 | O-----O

Make your way back to the top of Clanker. Head back to the tail and climb it to the top. Time your jump so you land on the platform with all the Red Feathers just ahead. Notice the caged Jiggy ahead? Well, if you shoot three blue eggs at the cage door, it will open! Simply jump ahead to the green pipe that leads to the JIGGY.

> O-----O | JIGGY COUNT: 26 | O-----O

Make your way down the row of musical notes. Grab the MUMBO TOKEN that is guarded by another enemy that pops out of that large hole. Alright, time to head back over to that lovely Clanker body. Instead of going on TOP of the screw that pops out, wait until it goes up, then enter the small hole. Down here, you can hit the Witch switch just behind you. There is a row of notes ahead, leading to a Jiggy. Tons of blades are swinging too. I would recommend using Kazooie to run through this part. For the first couple, you can take a break in between passing a blade. But for the rest, just take the risk and make your way to the JIGGY.

> 0-----0 | JIGGY COUNT: 27 | 0-----0

Enter the next room, drop into the water and swim through the small tunnel.

Grab all the notes here, including a MUMBO TOKEN above. There are a few crabs to distract you, but no big deal. Anyway, make your way back to the flying pad in the previous room. Make your away across the room to the opening with a Gold Feather on the other side. In the next room, Bottles will teach you the Invulerability move. This uses Golden Feathers, but protects you from anything. So, use the new move to get passed the faster blades to gain the musical notes and the JIGGY.

```
O-----O
| JIGGY COUNT: 28 |
O-----O
```

Make your way back to the previous room. Welcome to another mini-game. This one is not that bad, but still a bit challenging.

Mini-Game - Loop Swim

For this mini-game, you are going to want to follow the GREEN loops. So, first find the green loop around and jump through it. As soon as you do this, the timer of 50 seconds will begin. Now, you must find the next green loop and continue to do this until you have jumped/swam through all of them. Basically, you will have to swim through one, then jump to a crate and jump through this loop. Then make your way back underwater and swim through another one. Quickly turn to the right and jump to the crate. Try to jump both of these loops in a row, using the Flutter to help. Then, make your way ahead, under water, to get the last loop. Once all have been passed, you can grab the JIGGY after the water raises to the proper level.

> O-----O | JIGGY COUNT: 29 | O-----O

Ok, head over to the new location with musical notes. Grab the JINJO at the bottom of the pit. Then, swim through to exit Clanker. Now, make your way to the front of Clanker. Remember he complained about a toothache? Well, you will notice two golden teeth. If you find the two platforms in front of Clanker, you will be able to shoot three blue eggs at each tooth. When you do this, you can enter the left tooth hole to get the JIGGY. You can also enter the right toothhole to gain the MUMBO TOKEN that you saw inside of Clanker.

> O-----O | JIGGY COUNT: 30 | O-----O

Now head to the platform with a bee hive guarded by an enemy. Climb the pipe to get to a Shock Jump pad. Use this to get to the upper hole. Use the flutter to get from hole to hole. There is one musical note and a 1-UP at the end, so make sure you keep going if you want those. Head into the water. Look for an orange colored hole under water. There is a MUMBO TOKEN at the end of this tunnel. Also find the tunnel with the blue JINJO. There is a small pass at the very bottom of this area full of musical notes. Look for a caged Jiggy under water, to the right of Clanker. The passage to the left of that is your next destination. Swim through this long passage to gain the JIGGY.

> O-----O | JIGGY COUNT: 31 | O-----O

Quickly make your way back to the main area and swim to the top to catch your breath. Now, head to the back of Clanker and find the tunnel here. Swim through

until you reach ground. You have to defeat four Snippets here to gain your Jiggy. Just use the Beak Bust on all of them. They leave behind valuable health of you need it. Then, jump on the upper structure where the musical notes are. Grab the remaining notes, then jump to the green pipe with the blue eggs. Go over to the JIGGY.

> O-----O | JIGGY COUNT: 32 | O-----O

Now you just have to find the remaining two Jinjos. First, head to the main water area. I forgot to get the green JINJO at the very bottom of the chain with the golden key. If you did not, then you are one step ahead of me. Now we have one more to go. First, head over to the Shock Jump pad guarded by the large enemy. Stand to the side of it and shoot two eggs to defeat it. Now, use the Shock pad to jump all the way to the left until you get to a pole. Then climb to the top and jump to the left. Pound the grating to get to the JINJO and grab the JIGGY.

O-----O | JIGGY COUNT: 33 | O-----O

Now head all the way back and use the black pole again to get to the top. Use the pipes then jump over to the starting point to exit the level.

Head back passed the platforms and into the next area. Go back to where the Grunty picture was, with the two platforms raised via the witch switch. You have to Beak Bust both of these humps to trigger the JIGGY.

O-----O | JIGGY COUNT: 34 | O-----O

Now head back to the Clanker's Cavern entrance. Dive into the water here and you can swim until you reach a small green slope. Head up to find another world picture. Use your puzzle pieces to trigger this one, Bubblegloop Swamp! Now, head back to the sewer area and use the Talon Trot with Kazooie on the large green slope to find another note door. This one requires 180 notes, which should be simple after playing three levels.

Now that you are in a large room, you probably want to explore. Don't, you are wasting your time. There is a Bruntilda behind the witch statue. She basically tells you answers to a game you will have to play at the end of the game. You can speak to her now if you want, then head right into the wooden tunnel. This is the swampy area. Just make your way across the bridge to get to the actual level for another fun-filled adventure.

First thing you should note is that there is, again, a single move to learn in this world. Then, turn around to find a golden crocodile. Shoot a blue egg into his mouth, triggering a new crocodile in another location. You are going to have to feed him a blue egg when you get to that portion of the world, just so you are aware.

Head to the right where the frog is. Use the Talon Trot to safely get passed him, and you will reach Bottles already! This move is not all that great, except for maybe this level, but you learn to use the Wading Boots. Head back over the large pole and you can climb to get some feathers. Then, use the wading boots to grab the MUMBO TOKEN behind the yellow JINJO. Then make your way accross the bridge to gain some musical notes. Ignore the frog here, then jump to the green bridge with some more musical notes. There will be a Jiggy switch here, revealing a Jiggy in the distance. Quickly change to Talon Trot, then make your way up the green slope. You have a good amount of time, so don't rush too much. Still, keep on your toes. Ignore any items right now, and just focus on getting the Jiggy. Once there, you will have the first JIGGY of this world.

> O-----O | JIGGY COUNT: 35 | O-----O

Now, head back and grab the missed notes, MUMBO TOKEN, and the green JINJO. Also remember to feed the golden crocodile while you are up here. Now make your way back to that Jiggy switch. Cross the next bridge to get to a few stumps. Use the Wading Boots in one of the stumps to grab the notes around the large pink egg ahead. Then, use the Shock Jump pad to get to the top of the egg. Beak Bust the X on top. Now, use a Rat-a-Tat-Rap on the upper side of the egg. Continue hitting the X on the egg, using all your moves, then grab the JIGGY left behind.

> O-----O | JIGGY COUNT: 36 | O-----O

Make your way back to the Jiggy Switch. There are tons of options here. I would start by going towards the Shock Jump pad. You will basically beak bust each hut, revealing another Shock Jump pad. As you get closer to the top, the witch switch in this level will pop out of one of the huts. Also, there is another golden crocodile up here. First, destroy the hut, then shoot the blue egg into the mouth. Finally, use the Shock Jump pad to gain the MUMBO TOKEN. Continue going up until you reach the final hut. Smash it and you will gain another JIGGY!

> O-----O | JIGGY COUNT: 37 | O-----O

Now when you head back down towards the Jiggy Switch, you will probably notice a lot of goodies on the bottom of the swamp (notes, Jinjo, Mumbo Tokens, etc.). You can grab these later. You need to transform to a crocodile via Mumbo Magic later in the level.

For now, head over to the large turtle. When you move up to him, he will explain that his poor feet are cold and numb! Oh, my! What can we do? Well, we can Beak Bust all four of his legs. To get around the backside of the turtle, you must use the platforms to the right of the turtle. Once all are smashed, you will gain another JIGGY.

Mini-Game - Conducting in the Turtle

Something you also should have noticed was that the turtle opened his mouth along with giving you the Jiggy. So, enter his mouth. In here, there are some musical notes along the edges of the area. Then, move up to the conductor and he will explain the game. He will conduct a song via his choir. Just so you are forwarned, this is the WORST choir you will ever hear in your life. You could not even sing worse. Anyway, you must memorize the patterns that the turtles squeak. There are two dark blue turtles, so it is kind of hard to distinguish the two via stating the colors out loud. Try to use "center" and "back blue" for those. For the rest, call out their colors. There are three rounds, each one getting slightly longer. The last one is pretty intense. If you guess wrong, you will only lose one honeycomb, so you have a few guesses. After you complete all of the rounds, you gain a JIGGY.

> O-----O | JIGGY COUNT: 39 | O-----O

Ok, now that you are done with the turtle, you can High Jump on top of the turtle and collect the Wading Boots. Go all the way out into the area and find the pole with the JINJO on top. Now, head back to the central area and find the large dragon. Ignore it for now, and continue up the path towards the bee hive. You will notice a pair of Wading Boots to the left. Grab them, and make your way around the wooden maze to grab some musical notes. You will have a few breaks where you can refill your Wading Boot timer. At the end you will find another Jiggy Switch. First, zoom your camera angle to its facing the skinny bridge outside the wooden maze. Then, pound the switch. You have 10 seconds to get the Jiggy across this bridge. It really is easy, just run forward, turn a bit, then jump to the JIGGY.

O-----O | JIGGY COUNT: 40 | O-----O

Now, head back inside the maze and grab the Wading Boots and continue down the path. You will find Mumbo's Hut! Head behind the hut to find a MUMBO TOKEN. Inside, you will need 10 Mumbo Tokens, which should be pretty easy at this point. You will transform into a crocodile. You can exit the maze area at a small gap in front of the Mumbo Hut. Head down to the Dragon face and enter his nostril. Yes, another mini-game.

Mini-Game - Mr. Vile's Eating Contest

Mr. Vile's Eating Contest is pretty difficult, especially if you do not have the faster running shoes (which aren't obtained until later in the game). Still I beat this mini-game without the shoes, so it can't be THAT hard. Anyway, there are three rounds to the game. The first round, you will have to eat the red vegetables that pop out of the ground. For each one you eat, you gain a point. Mr. Vile also eats them, and gains points. Your goal is to have eaten more than Mr. Vile within the time limit. The second game is simply eating the red vegetables, and avoiding the yellow vegetables. This is slightly harder because there are less red ones to eat, which means after gulp is pretty important. Finally, the third match is eating whichever vegetable is on the screen above. Of course, the tactics to beating Mr. Vile are the most important so I will get to them right now. Basically, eating the same amount as Mr. Vile is really easy. It is getting that one or two more that makes it so difficult. Therefore, if you simply sit away from Mr. Vile and eat, you won't have a good chance of winning. Instead, you have to use your intelligence over what Mr. Vile is programmed to do. Basically, Mr. Vile always goes for the nearest vegetable. So, stick right next to him and eat that nearest vegetable BEFORE he does, causing him to waste tons of time. If you continue to do this (really more for the last couple rounds) you will be able to beat him even without the fast running shoes. Good luck with this one. If you beat him, he will give you a JIGGY. If you lose, he will take some health away!

```
O-----O
| JIGGY COUNT: 41 |
O-----O
```

Since you are still a crocodile, you should probably head over to where the huts were and collect all those goodies. There are two MUMBO TOKENS, a JINJO and several notes, including some against the far wall. You can also scavenge the rest of the water for easy note pickups or misses in the past. Once you are done with all that, go back to Mumbo's Hut (use the shortcut). Behind the dragon is another golden crocodile, so feed him an egg. The final golden crocodile is behind the turtle, just to the northwest platform. Feed him, then defeat the enemy, then grab the JIGGY the croc leaves behind!

O-----O | JIGGY COUNT: 42 | O-----O

Also in the swamp is the orange JINJO. He should be directly next to the platform you are at. You might need to grab the Wading Boots on top of the turtle. You can use a High Jump for this. Then, collect the JIGGY left behind.

O-----O | JIGGY COUNT: 43 | O-----O

And for the final Jiggy, simply head to the middle of the level again. Look for a bridge that leads to an area of tree stumps (and a floating green leaf in the area). You will have to defeat the Flibbets, which take two hits. I like to use the Rat-a-Tat-Rap for these guys, as it is the safest method of hitting them. There are around 5 total, and once you defeat all of them, you will gain the final JIGGY.

> O-----O | JIGGY COUNT: 44 | O-----O

Make your way back to the beginning of the level. There is a bee hive near the exit if you need some health.

Back in this lovely place, head across the winding bridge until you get to the enemy. Defeat him, then head into the right platform (the left brings you to Bruntilda, just so you know). There is a pair of Wading Boots to use here. Go back inside the swamp area and behind the entrance to Bubblegloop Swamp. There is a small tunnel which leads to a frozen area! The next level, Freezeezy Peak, has a picture here. Press Z to fill all the puzzle spots. Also, climb the steep slope and break the ice for future reference. Now, Use the Wading Boots to head back outside the swamp and over to the wooden entrances at the far end. Go back towards the Grunty statue area.

Back here, you must first go to the door opposite you right now. There are some platforms leading to it. This is a note door, with the a number of 260. I think you should have no problem with this, so enter the door into the next area. Go towards the left wall and break it using blue egg shots. Defeat the enemy in your path and hit the switch to reveal a Shock Jump pad for the Grunty statue with the Jiggy inside. Use the pad to jump into the pot and land on the JIGGY.

```
O-----O
| JIGGY COUNT: 45 |
O-----0
```

Now head back to where the Shock Jump pad is. Make your way up the stairs to the left into the next area. Ignore the Note Door for now. Simply head to the right into the frozen cave area. Welcome to the entrance to the next level, Freezeezy Peak! Head on into this snowy level.

Welcome to Freezeezy Peak, a world full of snow and ice. There is, again, one new move to learn in this level, and it is relatively easy to find. First, head into the igloo directly to your right at the start. There are a bunch of crying kids who are waiting for their father to bring back presents. Unfortunately, their father has been missing for a while. Head outside and slide down the ramp of notes ahead.

Boggy, the father, is here! He is sick to his stomach after eating a Jiggy. We can get this later, but for now, head down and collect more musical notes. If you move slightly to the left, ignoring those pesky snowballs from the large snowmen, you will find a large christmas tree with a present at the end of a brown conveyor belt. Do a Beak Bust on this present to speak to the christmas lights. They need to get to the tree, but munchers keep eating them on the way over there. Your job is to protect them get to the tree. There are three munchers on the conveyor belt. To defeat them, use the Rat-a-Tat-Rap move. It is certainly the most efficient move in this area. Always hit the first one, second, third, in that order. If you do it any other way, you will never get any lights to the tree! You must get 10 lights to the tree.

Head around to the back of the tree and defeat the ice block using the Beak Barge (Z+B). Then, shoot three blue eggs over at the button to turn the lights on. Suddenly, a timer begins! You must get to the "Star" at the top of the tree. The best way of doing this is flying, of course. Make your way to the front of the tree and over to the left. Ignore musical notes, Bottles, and anything. Just jump on the platform and over to the flying pad. Fly to the tree and head through the yellow star three times. This will unlock a Jiggy inside the tree. So, head into the center of the tree and climb the trunk.

In here, you can collect musical notes and a PRESENT. This present is used to satisfy those sad children of Boggy. Climb all the way to the top and High Jump to get the JIGGY. Also grab the MUMBO TOKEN at the tree's base.

O-----O | JIGGY COUNT: 46 | O-----O Now, head back over to where the flying pad was. Grab the MUMBO TOKEN behind the platforms, as well as the JINJO and musical notes on the platforms. Then, speak to Bottles and learn the Beak Bomb. This move charges Kazooie like a bullet, while you are flying. It costs one Red Feather. You can use this move to destroy those snowmen who constantly throw those damn accurate snowballs. There are two snowmen just near the flying pad. One reveals a MUMBO TOKEN, and the other reveals the Witch Switch, which needs to be slammed. There are two more snowmen around the the huge snowman in the middle. One reveals a HOLLOW HONEYCOMB, while the other, once defeated, will trigger a Jiggy at the very top of the snowman.

First, head over to the houses and grab the musical notes on top. There is also the green JINJO just behind the far house. Head to the top of this house and use the flying pad to fly all the way to the top of the large snowman in the middle. Defeat the ice blocks and claim your JIGGY.

> O-----O | JIGGY COUNT: 47 | O-----O

Collect all the musical notes here, then use the Flutter to drop one level on the snowman. Collect the blue eggs and drop through the hole to gain a PRESENT. Make your way around this scarf to gain more musical notes. Jump to the icy area to gain the blue JINJO as well. Then, look for the wooden planks near the two Shock Jump pads. Find the long plank (the pipe, in other words) and cross it until you reach the large part, which holds a JIGGY.

> O-----O | JIGGY COUNT: 48 | O-----O

For another quick Jiggy, use the sled near the scarf of the snowman to slide and grab a MUMBO TOKEN. Also, you will hit Boggy, coughing the Jiggy that he swalled up. Grab the JIGGY and head back down to normal level.

> O-----O | JIGGY COUNT: 49 | O-----O

Time to find the third present. Make your way back towards the houses. Climb the path where the annoying snowman USED to be. Then, look to your left and down. There should be a snowy platform in the water with the final PRESENT on it. Grab it, then return all the way back to the igloo to gain your JIGGY.

> 0-----0 | JIGGY COUNT: 50 | 0-----0

Now it is time to use our Mumbo Magic. Make your way back to the main area, then over to the houses. You will see Mumbo's Hut there. You need 15 Mumbo Tokens to transform, so make sure you have that many. Once over there, grab the notes and JINJO inside the hut, at the top level. Use a High Jump to get there. Then, make your way back towards the houses to gain the final musical notes in the icy water. Then, head over to the left most icy slope to find Boggy. You will have to race him in a little mini-game.

Mini-Game - Boggy's Sled Race

Boggy only accepts challenges with smaller opponents, so you must be the walrus in order to challenge him. Hop onto your sled. You can still jump on the sled,

and you will need to at points. Your goal is to follow the flags. The pathway is really simple. There are a few points where you have to jump to flags that are located ON top of houses. Jump to gain these. Try to take advantage of corners. Anticipate where the next flags will be, then use the corners to your advantage. Whenever you travel up an icy slope, keep jumping to go much faster. Finally, gain the JIGGY once you beat him.

> O-----O | JIGGY COUNT: 51 | O-----O

Ok, so we are half way done with the game! Now, make your way down towards the Walrus below. He likes you, because you are not a bear! And, he gives you a free JIGGY.

O-----O | JIGGY COUNT: 52 | O-----O

Now, head inside the cave that the Walrus was once blocking. Make your way towards the small hole to find a 1-UP and a HOLLOW HONEYCOMB! Grab both, then exit back to Mumbo's Hut. As you exit, grab the MUMBO TOKEN in the icy water just outside. Once you are Banjo again, make your way back to the walrus cave and grab the orange JINJO. Notice the Ice Key just beyond. Check the guide on this for more information. Grab the JIGGY form the Jinjo collection.

> O-----O | JIGGY COUNT: 53 | O-----O

Head back outside and over to the flying pad near the presents on the right. Notice the target-like buttons on the snowman? Well, use the Beak Bomb on all three to trigger another JIGGY between the snowman's legs.

> O-----O | JIGGY COUNT: 54 | O-----O

For now, we cannot get the last Jiggy! Darn, we were on a roll. Anyway, head back to the start and exit this level.

As you exit, you have to face ANOTHER freaking snowman. Ignore him, and make your way up one level using the Shock Jump pad to your left. Then, head to the left all the way until you reach a flying pad. Oops, we need the running shoes. Again, just wait on this Jiggy.

Make your way all the way out of here, back to the main section of Grunty's Lair ahead. There should be a web straight ahead. Use three eggs on it, then activate the cauldron to gain a shortcut! Now, head to the Note Door. The price on this door is 350, which is pretty easy to beat. Head through, into an area that is dark, but turns light every once in a while. Just head to the right via the spiral pathway until you reach the Gobi's Desert painting. Activate it, then head back two doors until you reach the large vase. If you did not break the other set of bricks, do so and grab the Wading Boots. Use them to get over to the Gobi Valley Island, and enter.

This is one of my favorite levels, and I am sure you will enjoy it as well. First, notice that there is one more move to learn (and its a good one). Also, grab the yellow JINJO on the rock just behind you at the start. Don't fall into the quicksand though! Talon Trot up the sandy wave and collect the notes. Dodge the hand enemy and collect the notes on the paws of Jinxy. Then, make your way to the top of Jinxy and fly over to the MUMBO TOKEN and one of the platforms in front of Jinxy. Shoot one blue egg into his nostril on both sides, and he will open his secret door in front! Head inside.

First, grab the four musical notes, one in each corner. Also, grab the MUMBO TOKEN guarded by another hand enemy. Finally, High Jump to the magic carpet and shoot an egg into the mouth of the sphinx next to you. As you move up, jump to the orange JINJO quickly, then jump back and over to the next carpet. Shoot another egg into the mouth, then jump to the third carpet. Finally, do the same and jump to the JIGGY.

O-----O | JIGGY COUNT: 55 | O-----O

Make your way back outside and over to that flying pad we used previously. If you look ahead, you will notice a large Kazooie statute with a target on it. Use the Beak Bomb to hit the target. This will open the pyramid door, just below. Fly into the pole and climb down to the top of the pyramid. Then, slide down to the pyramid entrance. You only have a 20 seconds to do this, so make it quick.

Once in side the pyramid, collect the pairs of musical notes and the MUMBO TOKEN. Then, shoot blue eggs from behind into the rotating brown basket. Once you shoot around 5, the snake in the basket will pop up. Climb the neck to the top, then do a high jump to reach the JIGGY.

O-----O | JIGGY COUNT: 56 | O-----O

Now, head back towards the flying pad and once in the air, find the sphinx with the large golden ring above his head. Fly though this ring to trigger another sphinx. The majority of them are near the large sphinx, but you will have to fly a bit out to find one of them. Keep doing this (no time limit, so it should be really easy) until you hit the final one near the cacti. Grab the JIGGY on the top of the large sphinx.

O-----O | JIGGY COUNT: 57 | O-----O

Head down towards the back of the sphinx to find a pair of Wading Boots. Use them to grab the notes and MUMBO TOKEN to the left, in the quicksand. Then, head back up to that lovely flying pad. Head over to the tree straight ahead. Bottles will be just to the left of this tree, giving you the Running Shoes! This is the final move in the game, so congratulations on coming this far. The Running Shoes allows Kazooie to run very fast, in case you were wondering. Head towards the back area. There are tons of musical notes along the pyramids, stairs, and around the middle sector. Grab them all, then make your way to the far northeast pyramid. Go behind, collect more notes, and grab the green JINJO and hit the Hollow Honeycomb switch, revealing a honeycomb in the middle of a cactus hole. Then, head up to the top of this pyramid and hit the switch. Now, fall back down towards the entrance of the pyramid and you get to play a little mini-game.

Mini-Game - Mummy Matching

A mummy will be chasing you throughout this 100 second matching game. You can always stun it by hitting it, but it will never die. You must Beak Bust the squares of the room to reveal a certain picture of an item. Then, you must find the matching picture. It is just like the game Memory. Honestly, it should be really easy within this time limit. Just go one by one, remembering where a couple are, then find those matches. Never try to remember more than three, because then it gets confusing. Once you are finished, grab the JIGGY in the middle of the area.

> O-----O | JIGGY COUNT: 58 | O-----O

Now, head over to the side of the pyramid and wait for the magic carpet to arrive. Once it does, it will disappear, but then return. When it returns, jump onto it, then ride it over to Gobi. Free Gobi by Beak Busting the rock he is changed to. He will thank you with a JIGGY. Collect the feathers too.

> O-----O | JIGGY COUNT: 59 | O-----O

Now, head to the large circular area with the platforms coming from the quicksand below. There is a small sphinx face near one platform. Once you jump to the platform, it will begin to move left and right. Feed the mouth three blue eggs to trigger part of a pyramid, as well as another face. Do the same on the platform to the right. Again, repeat this for the sphinx to the right and then enter the pyramid at its final form.

Now, as you enter you will hear Kind Sandybutt speak to you, telling you to turn back! Oh no, we must be shaking, especially when he has such a super scary name! Once in the maze, a timer will begin. No worries, it is really simple. Head to the left and make your way around the outer area to find the Witch Switch. Then, head slightly back and towards the middle until you reach the mummy. Dodge him, making you way towards the exit of the maze. Here, you will find a JINJO and JIGGY. The Jinjo is in the pot, and the Jiggy is in the tomb.

> O-----O | JIGGY COUNT: 60 | O-----O

Now, make your way out of the tomb using the small exit to the north of the golden tomb. Then, head behind the larger pyramid in the back to find Wading Boots. Use these to grab the musical notes towards the hand carrying the Jiggy to the west. Want to get that Jiggy, right? Well, head back towards the Wading Boots and over to the sandy slope. Talon Trot up there to find Running Shoes! Use them to get over to the large hand and quickly grab the JIGGY.

O-----O | JIGGY COUNT: 61 | Head back to the Running Shoes and this time, head towards the front of the pyramid, instead of behind it. Hit the star switch. This is really hard, so try to be really sharp on your corners. Basically, you have to make it to the top of the pyramid before the timer ends. You have about 22 seconds total. The best you can do is make it there with about one second left, so you have no room to screw up. Just make tight turns. Don't jump, it slows you down. Once you get up there, you can grab the 1-UP, although that will probably slow you down and cause you to do it again, but its up to you.

Once down here, grab the MUMBO TOKEN at the far wall. Then, swim down and grab the JIGGY in the middle.

O-----O | JIGGY COUNT: 62 | O-----O

Water will flow out of the pyramid, allowing you to swim in that middle area. Head out into that water now. There are some musical notes, a MUMBO TOKEN, and a JINJO. This should be the last one, so grab the JIGGY.

> 0-----0 | JIGGY COUNT: 63 | 0-----0

Ok, one more Jiggy to go. Just head to the start to find Gobi next to that dead tree. Beak Bust Gobi to spit water onto the tree. The tree will thank you very much, then grow and reveal a Jiggy. Head up one of the surrounding trees and jump over to the JIGGY to complete this level.

O-----O | JIGGY COUNT: 64 | O-----O

Back here. First of all, we want to get that Jiggy for the Gobi's Valley witch switch. Also, we want the Jiggy for the Freezeezy Peak witch switch. Finally, we want to get the final Jiggy IN Freezeezy Peak. It will only take a little while, so don't get to bogged down. Use the Wading Boots to your left to get across the quicksand. Kill the mummies using Golden Feathers, then use the Shock Jump pad to jump up to the JIGGY in the coffin.

> O-----O | JIGGY COUNT: 65 | O-----O

Now, head back to the Freezeezy Peak entrance. You can use the Shock Jump pad here to get to the next level. Then, head to the left and hit the flying switch. Use the Running Shoes to get to the lobby area and use the flying pad to get all the way to the top of Freezeezy Peak entrance, and claim the JIGGY.

> O-----O | JIGGY COUNT: 66 | O-----O

Now, re-enter Freezeezy Peak. Make your way down the two slopes into the main area. Then, head up the slope just to the right using the Talon Trot. Meet Boggy, ready for another race. This time, you have to RUN. But, you have the running shoes. The course for the this Boggy Race is essentially the game thing so do the same thing only with running shoes. Also, you will not need to recharge your running shoes. They will last the entire time, provided you win the race correctly. Grab your JIGGY to complete this level.

```
O-----O
| JIGGY COUNT: 67 |
O-----O
```

Head out of Freezeezy Peak. Head immediately to the left when you exit the small tunnel to find a green path leading upwards to the next Note Door. This one requires 450 notes, which should be really easy to beat. Head through to the next area. Dive into the pool and enter the door to the left. Grab the MUMBO TOKEN in the water straight ahead. Then, turn to the left and swim through the tunnel. Continue through the tunnel until you reach the next large area. Find the small platform at water level and jump to it. Now, there are platforms slightly higher, but you must Flutter Jump to them, one by one. Then, you will find the Mad Monster Mansion puzzle. Fill in the pieces to open the entrance to the next world. Now, let's head back all the way to the Freezeezy Peak cave. Head through the note door in the witch mouth. Make your way to the right again, passing the Gobi puzzle. At the end, you will find a passge leading to the graveyard, where you can enter Mad Monster Mansion.

Welcome to the lovely Mad Monster Mansion. This is the "scary" level of this game, so make it last! Grab the musical notes in front of the mansion. Then, head up the top of of the mansion using the pipe on the right. Grab the notes here. Break the window on the right side to find a MUMBO TOKEN in the bathtub. Then, head around the back and you should find a Shock Jump pad. Use it to get to the next level. You will find a green JINJO up here. Grab the notes in the corners as well. Finally, head to the other side of the roof to find another Shock Jump pad. Use it to get into the chimney at the very top.

In here, grab the MUMBO TOKEN in the left fire ball. Then, make your way forward, slightly. If you touch the wooden floor, you will wake the large green ghost ahead. If you want to gain the Jiggy he is holding, you cannot wake him. So, jump on the chairs. There are two chairs ahead, then jump to the table. Just grab the JIGGY and the ghost will leave.

> O-----O | JIGGY COUNT: 68 | O-----O

Now, collect all the rest of the notes in the room. Exit the room and head back to where the first Shock Jump pad was. Use it to bust the large window. In here, use a golden feather to defeat the enemy out of the painting. Then, use the Shock Jump pad to gain a JINJO. Now, head towards the back of the mansion (opposite the starting point). Here, you can find a cellar door. Break it open to reveal some goodies. Breaking open the doors will reveal a MUMBO TOKEN and a JINJO. The best of all, is the JIGGY you receive in one of the doors, so grab it.

| JIGGY COUNT: 69 | 0-----0

Now, we can move towards the grassy area to the north. Grab the line of notes just ahead, then enter the area where the light is emitted in many directions. Defeat the skeletons using Golden Feathers, then head around the small cabin to find a Shock Jump pad. Once on the roof, use Talon Trot to grab the notes and the MUMBO TOKEN on the right light. Then, drop back down and bust open the door. Enter.

Mini-Game - Bucket Spelling

This mini-game is similar to that in Treasure Trove Cove. You will have to spell out the same old boring Banjo Kazooie. To do this, jump into the bucket and jump on the designated letters. The trick, however, is that you must dodge the enemy. There is a ghost that will chase you, so watch out. Also, there is a witch area that will hurt you if you jump on it! Spell the words out and you gain a JIGGY.

> O-----O | JIGGY COUNT: 70 | O-----O

Now, head out of the cabin and move slightly to the left to find a MUMBO TOKEN in the small dead-end, guarded by another skeleton. Then, make your way back out of here. For this next area, you will have to dump an egg into each pot. There are five total. Avoid the enemies and take your time with it. Once you feed all the pots, you gain another JIGGY.

> O-----O | JIGGY COUNT: 71 | O-----O

Now, make your way over towards the front door of the mansion and use the large stone to jump above this door. Move over towards the clock, jumping a few levels. There is a MUMBO TOKEN just around the corner. Once you get that, enter the clock area. Collect the musical notes in this area and use the Shock Jump pad to get to a pole. Climb this pole to the top and jump to claim your next JIGGY.

O-----O | JIGGY COUNT: 72 | O-----O

Now, make your way back to the start point. Head towards the left until you reach another Shock Jump pad guarded by a few skeletons. Ignore them (don't even waste your Golden Feathers) and jump to the JINJO up here. One more to go for the Jiggy. So, head up towards the second level of the mansion and you should be able to jump to the green bush maze. Do not fall, but use the height to your advantage, moving to the west to find the final JINJO, revealing your JIGGY.

O-----O | JIGGY COUNT: 73 | O-----O

Now, make your way back to the fountain area where we found the last Jinjo. If you did not collect the notes around here, I would suggest doing so :) Then, move up the stairs to find a pair of Running Shoes and a switch. This switch opens the front door of the mansion. You have limited time, so get there as fast as you can. Enter the mansion.

In here is a funy mini-game. First, head over and grab the MUMBO TOKEN near the Shock Jump pad. Then, jump up to the organ where you can play another mini-game.

Mini-Game - Organ Playing

For the organ mini-game, the hand will play a simple tune of notes. You must memorize this tune and repeat it using Beak Busts. Be aware that the notes are not simple keys, but also flats and sharps (black keys). This will involve a little memorization, but I think you have faced worse before. The hand will give you the Jiggy. To get it, High Jump over to the music, leading towards the top of the music sheet. Then, jump to the organ pipes, which you can climb. Climb over to the JIGGY.

> O-----O | JIGGY COUNT: 74 | O-----O

Now, use the flyind pad to get to the top area. There is a HOLLOW HONEYCOMB and a Witch Switch up here. Pound the switch, and grab the MUMBO TOKEN along the narrow bridges. Once you collect the items, head back down and exit this area. Head back to the second level of the mansion and jump to the maze area. See Mumbo's Hut? Well, go over there and head inside his hut. You will need a total of 20 Mumbo Tokens, which is pretty easy to beat if you have been using this guide even somewhat. You get to be a pumpkin!

Head back towards the mansion, namely the right side from the start. Then, go to the second level and keep on that side. Head through the lighted window to find Lubbo the toilet. Head in him and get flushed to a new area. You simply have to dodge a few enemies and then you can grab your next JIGGY.

> O-----O | JIGGY COUNT: 75 | O-----O

This next Jiggy is literally a freebee for just being a pumpkin. There is a small hole in the pipe to your left. Just head in and grab the JIGGY.

```
O-----O
| JIGGY COUNT: 76 |
O-----O
```

Now, make your way north towards the cabin. If you continue to the path on the right, you will eventually come to a watery area with a well. Jump inside the well and into the bucket, a convenient size for you and a JIGGY.

```
O-----O
| JIGGY COUNT: 77 |
O-----O
```

Now head back to the starting point to exit this area.

Now we want to gain that Jiggy that we activated via the Witch Switch. To do

this, head back towards the entrance of Freezeezy Peak. Then, Shock Jump up to the flying pad and running shoes. Go back to where the flying pad was, as you did before, and then notice the eye of the witch straight to your right. Beak Bomb it to gain the JIGGY.

O-----O | JIGGY COUNT: 78 | O-----O

Now head back to where you activated the Mad Monster Mansion puzzle. Instead of entering that second tunnel, jump up to the large boat. Use the crates to get to a large Rare symboled crate. Break this one to reveal a water switch. Hit it to raise the water level. Now, swim to the right of the large boat and follow this area until you reach the puzzle for Rusty Bucket Bay. Fill the pieces to activate the entrance. The entrance is underwater in the boat, so swim over to it and get ready for this next world.

Again, no new moves. Rusty Bucket Bay is considered either the most boring, or the hardest level of Banjo Kazooie, at least at the gamefaqs message board :) So, I just want to forewarn you that you might not have_quite_as_much_fun in this level, as you did in perhaps, Mumbo's Mountain. With that said, let's hunt down some Jiggy.

Grab the musical notes and head inside the large pipe to your left. First, destroy the explosives with your egg shots. Then, grab the musical notes and head onto the pipe. Make your way across the small slope until you are able to see the lifeboat. First, destroy it, then High Jump over to the large boat. Head around to the front to find three switches. Hit the switches in this order: 312-111. You can find this code on the side of the ship if you want, but I just saved you the time. Grab the JIGGY.

> O-----O | JIGGY COUNT: 79 | O-----O

Now you want to climb up to the smokestack. There are several ladders and musical notes along the way, so make sure you grab them. Once you climb about three levels, you should find the second JIGGY.

O-----O | JIGGY COUNT: 80 | O-----O

Moving on, head to the right side of the boat until you see the explosives suspended from a crane with a long rope. Climb up this rope until you see the Witch Switch ahead. Jump over to the switch and pound it to activate the Jiggy in the outside world. Then, hop back down towards the main deck and move around towards the back of the boat (opposite of the switches that you just hit for the Jiggy). There are two pipes. The left one, when faced, is simply an enemy, so avoid it. Jump into the right pipe.

First, defeat the enemy, and you should notice a switch. Pound the switch and the propellars will begin to slow down outside. If you want to grab that Jiggy just beyond the blades, you are going to have to slow them down, so quickly

head back to the top of the boat. Find the ladder to your left and climb it until you reach the pipe with the door. Break open this door by means of attacking it, and enter. Climb steadily down the ladder. There are directions, one leads to a HOLLOW HONEYCOMB and the other leads to the next room. Collect the item and then move along.

This next room will test your ability to jump, quickly and accurately. For the most part, this game has been pretty easy in terms of controlling, but this can get a bit difficult. There is the bridge that turns every once in a while, so make your way across the bridge, grabbing the MUMBO TOKEN if you can. Then, jump to the three platforms and turn until you see another bridge, also timely rotating. Wait until it rotates, then continue. Do this one more time until you reach the blades that slow down once in a while. You will have to try to get through without being hit. Wait until it slows down, of course.

Your reward for this long journey are some more musical notes and a JIGGY.

O-----O | JIGGY COUNT: 81 | O-----O

Now, head back across the blades and over to the left on the bridge. Continue over the small gap until you reach the propeller switch. Now you can either backtrack to the next propeller switch, as you did before, or you can try to cross the double blades to get there instantaneously. It is really dependent on how much health you currently have. Either way, you will find the second switch. Now, hit it and be prepared to go as fast as possible all the way out of here, towards the back of the boat. Jump into the water and dive into the water to find the JIGGY behind the stopped propellers. This is easy to explain, but very hard to do. I would recommend trying to do this was one first, at least if you really want all 100 musical notes. Doing it over and over again can really suck.

> O-----O | JIGGY COUNT: 82 | O-----O

Look for the crates to your left and swim over to them as fast as you can. You probably are low on oxygen. Once there, you will have to find the JINJO in the alcove of the wall just near that crate. Quickly swim there, and back to the crate. Get OUT of the water as soon as possible, as your oxygen will suffer in this oily water, even if you are not under. Make your way to the platform ahead and collect the musical notes. Now, make your way towards the Toll sign. Shoot two eggs into the hole to pay the toll. Cross the bridge to find the next JINJO and Snacker, your favorite shark from Treasure Trove Cove. Continue passed the open fence just ahead for a little breather from those insane Jiggies before.

Head back towards the toll area and pay it four eggs to extend the bridge over to the MUMBO TOKEN. You can also Talon Trot up to that large barn. Break the windows using a Beak Bust. Climb up the crates to find a handsome JIGGY just for us. Claim it and head back to the barn area to find a posionous area. You should be able to cross using the small barrels to find the next JINJO. Now, head back out to sea (if you could call it that).

> O-----O | JIGGY COUNT: 83 | O-----O

Head to land as soon as possible. Then, you will notice a fish who is caught on the anchor of the large middle boat. If you can rescue this fish, you can also obtain another Jiggy. So, once your oxygen tank is full, head back in the water and over to the anchor hole. Swim through and quickly jump to land again. Defeat the enemies and you should find an anchor switch. This will raise the anchor, freeing the large fish! Now, you can grab the JIGGY that is left in that general area.

O-----O | JIGGY COUNT: 84 | O-----O

Head back to the barn area and over the poison pond with the last Jinjo. Then, pay the toll in this area to form the next bridge. There is another MUMBO TOKEN in this area, so grab it. Make your way across until the bridge ends. Head into the small areas to find a bunch of explosives and musical notes. If you defeat all these enemies, you get a 1-UP. Continue to the crate with a small hole. Down here are some enemies, Red Feathers, and a JINJO. One more to go for the Jiggy. Now, head back towards the Shock Jump pad and you should be able to reach a switch. Hit it and go for the JIGGY. You only have 15 secs.

O-----O | JIGGY COUNT: 85 | O-----O

Now that you are on the boat, head down the side and look at the windows very closely. There is a different one, so Rat-a-Tat-Rap this one and enter the middle section of the boat. Just defeat the enemies, including the one that pops out of the wall, and then grab your lovely, shiny, oh so wonderful JIGGY.

O-----O | JIGGY COUNT: 86 | O-----O

Now, head to the end of the boat towards the pipes. Head up and then jump over to that suspending rope from the crane near the witch switch. Climb up the ladder near here and then look for the toll thing. Pay it six eggs this time. Now you have created a nice shortcut (not that you will need it). Pay the other toll here with eight eggs to spawn a funky bridge with enemies. Carefully cross this bridge and then defeat the enemies to find your JINJO, revealing the JIGGY for you to claim.

> O-----O | JIGGY COUNT: 87 | O-----O

Now, what is that explosive hanging from that rope doing? Well, if you Beak Barge the switch just near the crane, it will release the explosive, destroying a huge part of the lower deck. If you jump down there, you will find a huge hole for you to enter. So, do so, on your way to the last Jiggy of this sick level.

You will have to defeat tons of splitting boxes. I would recommend using Golden Feathers for an easy victory. You can always use regular attacks, but this is simply much more risky. Once you defeat each and every box, the JIGGY will show up, and you can finally exit this level.

> 0-----0 | JIGGY COUNT: 88 | 0-----0

First, we should grab the Jiggy that we already activated, eh? To do this, all you reall have to do is swim through the next pipe and then over to the little platform to find the JIGGY.

```
O-----O
| JIGGY COUNT: 89 |
O-----O
```

Ok, so we have one more level, and one more Grunty Jiggy to get if we want to beat this game. I assume you probably do want to beat this game, if you are this far anyway...Ok, let's get going. This last level is really refreshing, especially after that boring Rusty level. Anyway, climb the poles to your left and you should come across another note door. This one wants 650 notes. You should have more than that, I hope. Head through.

Move to the right, ignoring the Bull. Climb the platforms until you reach the Jiggy switch. Hit it to reveal the picture to the final world. Then, head to the left into the small secret passage to activate the red cauldron. Use it and you should be near the sewer area. Climb through that pipe and you will be at the final puzzle. Insert the necessary Jiggies, and then you open the final world. Head back to the grass area and into Click Clock Wood.

Are you ready to finish the last level of this game? Good. Let's get it started guys and girls. First, I have a Player's Note. Basically, this level is a bit different from the others, in that you can travel into four different seasons. Of course, that includes winter, summer, spring, and fall. The area is really the same, but some additions are made in each world. Also, the enemies change, which causing slight change in tactics.

For now, though, you will only be able to use Spring. So, collect the notes and hit the Spring Switch. Then, head through the entrance.

At the start, use you Golden Feather to get into the flower for a MUMBO TOKEN. Now, swim the length of the water reservoir to your right. Ignore the beaver because you cannot complete his quest at the current season. Instead, head over to the meadow with the rampaging bull. Collect the notes around the meadow and then move towards the center of the flowers. Just shoot 5 blue eggs from behind to sprout a small flower. Now, head to your right towards the hill. There are some enemies here that pop out (like in Clanker's Cavern and Mad Monster) so dispose of them using your Rat attack.

Your goal is to collect all the notes in this area, and they are pretty easy to find. Once you have completed that, you need to head over to Mumbo's Hut. You need 25 Mumbo Tokens to transform right now. Do you have enough? You have a few options. You can come mumbo token gathering with me, or enter a cheat to give you tokens, or you can exit this level and collect previous ones that you missed. Then again, you might already have 25, and you can transform right now. Assuming you don't have enough, you can find one near another plany. You have to use the Golden Feather to get it though. There is one in the bush that can be accessed via the Wading Boots nearby.

Once you have transformed into the bumblebee, you should head for the large central tree. Look closely for another enemy flower pot and you can head right inside without being harmed to grab your first JIGGY.

```
O-----O
| JIGGY COUNT: 90 |
O-----O
```

Fly over to the beehive. Enter the small hole and claim your JINJO. Then, head back out. Head back towards Mumbo's Hut, but look closely for a JINJO in one of those flower pots. It is pretty easy to find if you just move slowly and listen for the Jinjo to whistle or yell. Once you grab it, head back to Mumbo and return to your normal form.

Now, head over to the beehive again, this time fluttering to the small areas on your left. You have done something similar to this in Clanker's Cavern. Try not to fall, or you could lose some valuable health. Take your time with each jump, in other words. Continue jumping until you reach some moving platforms. Jump on them to get to a ledge and walk across to find a Sun Switch. Pound this switch to activate the Summer season. For now, continue passed the gaps to find a bird nest with giant eggs inside. Use the Shock Jump pad behind the egg to get on top of the egg. Beak Bust the egg to find a bird. Ignore the sleeping bird for now, and continue onto the small wodden platforms.

Try really hard not to fall, or you will lose a lot of health and time. If you make it to the door in the tree, break it open and avoid the tentacle enemies to gain the second JIGGY.

O-----O | JIGGY COUNT: 91 | O-----O

The bad news: we only have 2 Jiggies so far. The good news: we are done with Spring. Head back out and enter Summer.

0-----0 | Summer | 0-----0

Just as you enter, you will see that same bird you cracked open. He wants 5 caterpillars, so you will need to collect them and feed them to him for your prize. Head to the left to find your third JINJO in the meadow, just peaking above the area. Just listen for him to find him.

Head northeast to find your first CATERPILLAR. Then head inside the dried up lake area to find the second CATERPILLAR just behind the tree. Remember that beaver we met before? Now we can deal with the boulder blocking his house, since the lake is dried up. Head over to Gnawty and Beak Bust the boulder. If you meet him inside his house, he will give you a reward. We cannot get inside though, because the slope is too steep for Banjo or the Talon Trot to climb. Wow, what a bummer. Instead, let's continue down the lake towards the end. If you locate the bird enemy, you will find the Fall Switch. Activate it for later uses.

Head back out of the lake to where you created that small flower. Gobi is here again, which means you must Beak Bust him to water your poor little flower.

This will make it grow slightly more, but not enough to trigger anything. Then, jump over to the small ledge near the lake to find CATERPILLAR number three. If you continue passed the meadow, you will find a fourth CATERPILLAR being guarded by a few bumblebee enemies. High Jump over to get this one.

Finally, head over towards Mumbo's Hut to find the firth CATERPILLAR just on the path. You cannot use Mumbo Magic, so don't even bother. Instead, we want to head up to where the bird is to gain are reward. To do this, head over to the sloping area, where the beehive was. Head right, instead of left into all those small alcoves. Continue until before a Shock Jump pad you see a JIGGY. Jump over to it.

> O-----O | JIGGY COUNT: 92 | O-----O

Now, return back to the start of this area and head over to the beehive. If you climb to the top of the beehive, you will notice a little indent that you can Beak Bust to gain entrance to the beehive. Seems risky, eh? Nah, get your butt in there.

Just defeat all the enemies down here. They are easy to defeat, and even much easier to defeat with Golden Feathers. Once they are dead, claim your JIGGY.

O-----O | JIGGY COUNT: 93 | O-----O

This time, make your way into those small alcoves, Fluttering to each. At the last one, you will find another CATERPILLAR. Continue towards the high house above here. Enter this house and Flutter your way over to a 1-UP. To the left of this platform is another JIGGY as well, so grab that.

O-----O | JIGGY COUNT: 94 | O-----O

Finally, make your way up to the giant bird to feed him those five caterpillars that you promised. He will grow, but then fall back asleep. Ok, so I guess we don't get a prize yet. Continue towards the Summer Swithc to find one last CATERPILLAR for the road. For now, enter the Fall area.

```
0-----0
| Autumn |
0-----0
```

First thing, notice the water is back. So, swim into the lake and over to Gnawty's house. You can now grab that JIGGY that he rewarded you.

O-----O | JIGGY COUNT: 95 | O-----O

Now, head behind you slightly to a leaf pile and grab another CATERPILLAR. Continue back towards the north meadow, where you will find Gobi again. Make him water that darn flower one last time. It will now grow very large, and reveal a Jiggy way up high that you cannot get yet. For now, look up the two near leaf piles to find a JINJO and CATERPILLAR. For now, make your way to the path that leads to Mumbo's Hut. There are two CATERPILLARS around here. One is along the path, after the enemy bird. The other is inside Mumbo's Hut. Grab both than exit the area. There is one other CATERPILLAR just below on a bridge near the water. Once you grab that, head back towards the beehive over to the alcoves near the large tree.

Continue up this path, defeating the enemies to find a CATERPILLAR. Once you get on top of the beehive, you will find another CATERPILLAR. With all that mumbo jumbo, you can finally jump to the large flower with the JIGGY on it.

```
O-----O
| JIGGY COUNT: 96 |
O-----O
```

Now, continue up the path that you WERE on, towards the large tree. Move from alcove to alcove, eventually grabbing the CATERPILLAR. Once you get to the tree, you will find a squirrel who needs 6 acorns. Just for the record, the Winter Switch is right by Eyrie, the large bird. So, pound that when you are ready to move on to winter. First, head around the house up here and break the window with a Rat attack. Grab the ACORN in here. Then, head out and enter the squirrel's house. In here, grab the CATERPILLAR and jump over to the next ACORN. Now, head up the slope using your Talon Trot and high jump over to the next ACORN. You must now Flutter over to the next ACORN in the air, and then land on the bridge and grab the near ACORN. Continue across the bridge to find the last ACORN. With all that said, head back to the squirrel to claim your JIGGY prize.

O-----O | JIGGY COUNT: 97 | O-----O

Take a deep breath, then enter Winter, the final portion of this level!

0-----0 | Winter | 0-----0

There are a few things to note. Those annyoing snowman are back! That is the worst possible news anyone could receive. Also, ice cold water will screw with your oxygen, so beware. For now, head over to Mumbo's Hut to find a flying pad. Use this to get the JINJO on top of Mumbo's Hut and collect the JIGGY.

O-----O | JIGGY COUNT: 98 | O-----O

Go back to the flying pad. Gee, this would have been nice in PREVIOUS seasons, don't you think? Make your way up high towards Eyrie, the large bird. He will simply thank you for everything and give you your final JIGGY of this level. So, you still have some notes to collect, which I will leave up to you, but the Witch Switch will be explained.

> O-----O | JIGGY COUNT: 99 | O-----O

Use the flying pad, again, and head up towards the tree house where you did much venturing before. Just below this is a snowman. And, just to the side of the snowman is the Witch Switch! Hit it and then grab anything else you might want. Now, head quickly back to Spring so you can use your Mumbo Magic and transform into a bee. Then, exit this level into Grunty's Lair.

So, it is time to collect that final Jiggy, after all. Just fly all the way up to the top of this area, in a small cave, to find the final JIGGY.

O-----O | JIGGY COUNT: 100 | O-----O

Make your way slightly down to the Note Door of 760 notes. Come on, you better have this. Anyway, head through to return as Banjo Kazooie and you will be warped to the final quiz game before the final fight. I hope you payed good attention to Brentilda and your game surroundings. A lot of the questions will be VERY familiar, just so you know.

Basically, you will be playing on a large game board. This game board will consist of several squares with different questions on each. Each square will consist of questions pertaining to that aspect of the game. For example, music squares will ask questions where you must identify an enemy that makes a paricular noise. Get it?

I would like to thank Gold Mage for this ASCII. I am terrible at drawing maps but I think it is really important that you see where you are going at all times during this mini-game.

- Key : B = Banjo-Kazooie Square G = Gruntilda Square V = Visual Square M = Music Square C = Challenge Square D = Death Square
 - J = Joker Square
 - = Nothing

```
FINISH
            |D|
| V | D | - | | | | | | |
          |D|G|B|-|V|-|D|D|-|
          |B| |D|
|J| |B|
    |G|G|-|M|C|
                    | D |
          | C |
    | C |
                    | D |
    |B| |-|B|D|C|M|C|B|-|
| - | M | C | M | D | | D | | M | G | J |
     | V |
| M |
               | G |
                        | C |
|-| |G|B|-|B|C|M|V|G|B|C|
|G|C|B|M|D|
                    | - |
|-| |-|
                     |D|
JJ
      |G|C|-|B|C|V|B|M|G|B|
```

|B| |-| BI |V| |B| |J| |-|D|J|-|M|B|-|G| |V| |B| START _____ Ok, so what are some of the questions? I will list all the questions below and the correct answers (and wrong answers). Some of this information was taken from Gold Mage, who really did a nice job of listening to all the questions of the game. I did my best trying to get all of the questions myself. I will list the questions by order of worlds. So, whatever world your question is in, use this division to help. Key: [x] - Wrong Answer [v] - Right Answer _____ World 1 - Mumbo's Mountain _____ "In Mumbo's Village in the middle, Which tall object solves this riddle?" [x] - Lu-Be-Ju the Totem Pole [v] - Juju the Totem Pole [x] - Tojo the Totem Pole "In Mumbo's Mountain you don't know, What does that big gorilla throw?" [v] - Oranges [x] - Chocolates [x] - Barrels "On Mumbo's Mountain in the lake, What in there make no mistake?" [v] - A shoal of fish [x] - A dirty hippo [x] - A hungry shark "Mumbo's Mountain is a thriller, What's the name of the gorilla?" [v] - Conga [x] - Wonga [x] - Bonga "Mumbo's Mountain, Bottles is there, Which move was learned, you stupid pair?" [v] - Talon Trot [x] - Shock Jump

[x] - Wonderwing Invulnerability

```
"Mumbo's Mountain is easy for sure,
How many Jigsaws open it's door?"
[v] - 1
[x] - 2
[x] - 3
"On Mumbo's Mountain, it's not dull,
What's in the eye of Mumbo's Skull?"
[v] - Something else
[x] - Musical Notes
[x] - Mumbo Token
"On Mumbo's Mountain, surrounded by sea,
There's a Jinjo, what color is he?"
[x] - Green
[v] - Blue
[x] - Black
"On Mumbo's Mountain, they look flash,
How many huts were there to smash?"
[v] - 6
[x] - 5
[x] - 8
"They've a tower in which they hide,
On Mumbo's Mountain, what's inside?"
[x] - Fatty the bat
[v] - Ticker the termite
[x] - Bongo the bee
_____
World 2 - Treasure Trove Cove
-------
"In Treasure Trove within this game,
What is the leaking bucket's name?"
[x] - Holey
[v] - Leaky
[x] - Mr. Sieve
"In Treasure Trove you need quick legs,
Which of my nasties ate your eggs?"
[x] - Lockup the Treasure Chest
[x] - Snippet the crab
[v] - Yum-yum the clam
"Jinjos are a crafty lot,
on Treasure Trove, where are they not?"
[v] - Inside a giant treasure chest
[x] - Under the pier at the start
```

[x] - On top of a tree

```
"My hungry shark will end your game,
On Treasure Trove, what's his name?"
[x] - Slacker
[v] - Snacker
[x] - Stacker
"Of these items on the ground,
On Treasure Trove was first found?"
[x] - Gold Feathers
[x] - Feather Dusters
[v] - Red Feathers
"On Treasure Trove, there is a boat,
What's its name, it doesn't float?"
[v] - The Salty Hippo
[x] - The Sweaty Rhino
[x] - The Wobbly Whale
"Treasure Trove's got Cap'n Blubber,
What's wrong with that sobbing lubber?"
[v] - He'd lost his gold
[x] - He wanted a drink
[x] - He couldn't remember his name
"Treasure Trove got a treasure hunt,
How many X's, you little runt?"
[x] - More
[v] - 6
[x] - 5
"Treasure Trove's Sandcastle floor,
Is missing a letter, guess once more?"
[X] - X
[x] - None of them
[v] - Q
"Treasure Trove Cove had a feature,
What was the giant armored creature?"
[v] - A giant hermit crab
[x] - A mighty tank
[x] - A huge metal whale
_____
World 3 - Clanker's Cavern
_____
"Clanker's Cavern smells really stale,
How many ways to get in the whale?"
[x] - 6
```

[x] - Less than 5

```
[v] - More than 4
"Clanker's cavern really stinks,
His massive chain, how many links?"
[x] - 10
[v] - 8
[x] - 6
"Clanker the whale is stuck in the goo,
In Clanker's Cavern, what does he do?"
[x] - Tour Guide
[x] - Massive dishwasher
[v] - Garbage grinder
"Clanker's Cavern whale needed air,
What did you swim through way down there?"
[x] - A series of hoops
[x] - The sound barrier
[v] - A large key
"In Clanker's Cavern, it's a pain,
What's attached to Clanker's chain?"
[x] - A colossal cauldron
[v] - A massive anvil
[x] - A huge boulder
"If you know this, please don't shout,
In Clanker's Cavern the odd one out?"
[x] - Bolt
[x] - Anvil
[v] - Hammer
"Inside Clanker spinning fast,
What was tough for you to get past?"
[v] - Rotating sawblades
[x] - Rotating merry-go-round
[x] - Rotating bones
"The whale's stomach is pretty grim
Through how many hoops did you swim?"
[v] - 8
[x] - 7
[x] - Less than 7
"The whale's blowhole an object sat,
In Clanker's Cavern, what was that?"
[v] - A giant bolt
[x] - A large crab
[x] - A big bubble
```

```
World 4 - Bubblegloop Swamp
_____
"Bubblegloop Swamp will test your mind,
How many turtles did you find?"
[v] - 8
[x] - 6
[x] - 7
"Bubblegloop's turtle opens wide,
What did you hit to get inside?"
[x] - His butt
[v] - His feet
[x] - His head
"Bubblegloop Swamp hides a treat,
What in the water chomps your feet?"
[x] - Electric toasters
[v] - Piranha fish
[x] - Electric Eels
"Bubblegloop turtle choir is swell,
But what's on the back of each shell?"
[x] - A bigger turtle
[v] - A musical note
[x] - A target
"In Bubblegloop Swamp's marshy mound,
What thing's highest above the ground?"
[x] - A muddy turtle
[v] - A mud hut
[x] - A turtle
"Inside Bubblegloop's giant egg,
What's not inside you needn't beg?"
[v] - An extra life
[x] - A jigsaw piece
[x] - A smaller egg
"In Bubblegloop Swamp, there is no doubt,
Which one of these is the odd one out?"
[v] - Green frog
[x] - Red frog
[x] - Yellow frog
"In Bubblegloop Swamp, tell me now,
Which fact's made up by this old cow?"
[x] - There are two different colored frogs
[v] - Bottles teaches you two new moves
[x] - It features two crocodiles
```

"Tell me now or your life I'll chomp,

```
The frogs' name in Bubblegloop Swamp?"
[v] - Flibbits
[x] - Stickups
[x] - Stikkits
"The crocodiles in Bubblegloop Swamp,
Give me the names of what they chomp?"
[x] - Bubblies and dumblies
[x] - Yumyums and bumbums
[v] - Yumblies and grumblies
_____
World 5 - Freezeezy Peak
-----
"Boggy Bear is Freezeezy's clot,
How many Jigsaws has he got?"
[v] - Three
[x] - Two
[x] - Four
"Freezeezy's igloo isn't square,
How many bears can fit in there?"
[v] - Five
[x] - Four
[x] - Three
"Freezeezy's Slalom course is crass,
Through how many gates do you pass?"
[x] - 48
[v] - 38
[x] - 28
"Freezeezy Peak is rather cold,
But what does the huge snowman hold?"
[v] - A broom
[x] - A Game Boy
[x] - A shovel
"Freezeezy's snowman's giant scarf
What are it's colors that make me barf?"
[x] - Orange and red
[v] - Yellow and red
[x] - Green and grey
"Freezeezy Peak is full of snow,
But which of these isn't on show?"
[x] - A pathetic polar bear
[x] - A wobbly walrus
```

[v] - A slippery seal

```
"Here's three facts on Freezeezy Peak,
the one that's true is what you seek!"
[x] - Five giant ice cubes live there
[x] - There are five snowmen
[v] - It features five bears
"On Freezeezy Peak you have been,
But which of these can't be seen?"
[v] - Christmas Pudding
[x] - Christmas Presents
[x] - Christmas Tree
"The walrus on Freezeezy Peak,
What's his name that I now seek?"
[v] - Wozza
[x] - Wazza
[x] - Gazza
_____
World 6 - Gobi's Valley
_____
"Above the sand you see it glide,
In Gobi's Valley what's the ride?"
[v] - A magic carpet
[x] - A magic genie
[x] - A magic taxi cab
"An easy one, or maybe a jinx,
how many carpets in Gobi's sphinx?"
[x] - 4
[x] - 6
[v] - 5
"From Gobi's Pyramid it spills,
What empties out, the moat it fills?"
[x] - A hoard of mummies
[x] - Sand
[v] - Water
"Gobi's Valley had many a trick,
How many pyramids, take your pick?"
[x] - 5
[v] - 4
[x] - 3
"Gobi's cactus conceals a prize,
Tell me what if you think you're wise!"
[v] - An extra honeycomb piece
[x] - A piece of sponge cake
[x] - A jigsaw piece
```

```
"Gobi's Camel on vacation,
what's he got at his third location?"
[x] - Nothing
[x] – A jigsaw
[v] - An extra honeycomb piece
"In Gobi's Valley, there's a tree
On it's head, what can you see?"
[x] - A leafy wig
[v] - A hat
[x] - A pair of sunglasses
"In Gobi's Valley lurks a hand,
Who hides a Jiggy in the sand?"
[x] - Robba the Mummy Hand
[v] - Grabba the Mummy Hand
[x] - Dabba the Daddy Hand
"In a pyramid some tiles you match,
Who's not included in this batch?"
[x] - Mumbo Jumbo
[x] - Jinjo
[v] - Gruntilda
"The charmer helps you on your way,
In his pyramid what did you pay?"
[v] - Some blue eggs
[x] - Some gold feathers
[x] - Some gold bullion
_____
World 7 - Mad Monster Mansion
_____
"A ghostly hand who has a sway,
In the church what did he play?"
[x] - An electric guitar
[x] - A piano
[v] - An organ
"In Monster Mansion you can creep,
But what wakes the ghost from his sleep?"
[v] - Banjo treads on the creaky floorboards
[x] - Banjo sets off his alarm clock
[x] - Banjo hits him with a plank of wood
"Mansion cellar barrels are round,
What on the front of them was found?"
[x] - The words "Get lost Banjo"
```

```
[x] - The word "Fragile"
```

```
[v] - The numbers "1881"
"Mad Monster Mansion is real hard,
But what's not found in the graveyard?"
[v] - Ghosts
[x] - Flowers
[x] - Gravestones
"Mad Monster Mansion's graveyard pots,
What appeared from them, there were lots?"
[x] - A bunch of bananas
[v] - A bunch of flowers
[x] - A bunch of feathers
"Playing my music is his game,
What's the church ghost hand's name?"
[x] - Strausand
[v] - Motzand
[x] - Bachand
"Part of Monster Mansion's race
What's the time on the church clock's face?"
[v] - Nothing, it's hands have fallen off
[x] - Midnight
[x] - Midday
"One doesn't exist, furry twit,
In Mad Monster Mansion, which is it?"
[x] - Bathroom
[x] - Cellar
[v] - Kitchen
"The haunted mansion in my ground,
How many ways in could be found?"
[v] - 9
[x] - 7
[x] - 8
_____
World 8 - Rusty Bucket Bay
_____
"Captain's cabin in Rusty bay,
What's on the bed duvet, I say?"
[x] - Flowers
[v] - Anchors
[x] - Propellers
"Get this wrong, you little toad,
Rusty Bay's whistles, what's the code?"
```

```
[v] - 312-111
```

```
[x] - 321-123
[x] - 213-111
"Here's three facts about Rusty Bay,
Pick the one that's true today?"
[x] - The engine room has four cogs
[v] - There are four lifeboats
[x] - The ship has three funnels
"In Rusty Bay you may have been,
But what on the walls isn't seen?"
[x] - Toll 8
[v] - Toll 7
[x] - Toll 6
"In Rusty Bay, you act the clown,
Which of these can't you slow down?"
[x] - The spinning fan blades
[x] - The rotating propellers
[v] - The turning cogs
"Rusty Bay's crane hangs over the side,
It holds a box but what's inside?"
[x] - 3 Extra Lives
[x] - Grunty's expensive new Hi-Fi
[v] - TNT
"The box in the hold of Rusty Bay
Homey to break would you say?"
[x] - 9
[x] - 11
[v] - 15
"The Rusty Bucket is a tanker,
What's stuck underneath its anchor?"
[v] - A dumb dolphin
[x] - A silly seahorse
[x] - A clueless crab
"This run of luck will have to stop,
Big ship's third funnel, what's on top?"
[x] - A mumbo token
[x] - A jigsaw piece
[v] - There is no third funnel
"The galley fridge in Rusty Bay,
Tell me what on the shelves lay?"
[v] - Kazooie Eggs
[x] - Grunty's high fat spread
[x] - Red feathers
```

```
_____
World 9 - Click Clock Wood
_____
"Click Clock's Beaver is really dumb,
What's the problem that makes him glum?"
[v] - He can't get in his house
[x] - His head has fallen off
[x] - He's got nothing to eat
"In Click Clock Wood a big oak grew,
Which of these is the one that's true?"
[v] - The leaves are largest in summer
[x] - The squirrel is outside in winter
[x] - The grass is highest in autumn
"In Click Clock Wood, I have no doubt,
In which season is there a drought?"
[x] - Autumn
[x] - Winter
[v] - Summer
"In Click Clock Wood, the eagle's lame,
Can you recall the stupid bird's name?"
[x] - Beerie
[x] - Goldie
[v] - Eyrie
"In Click Clock Wood, the shaman's dumb,
What useless creature do you become?"
[v] - A bumble bee
[x] - A squirrel
[x] - A snail
"In the Wood for the plant to grow,
What in the ground must you sow?"
[x] - A seed
[v] - An egg
[x] - A bomb
"In Click Clock Wood, he's the king,
What's the squirrel doing in spring?"
[x] - Sleeping in his bed
[x] - Looking for the beaver
[v] - Eating his nuts
"The Click Clock eagle that you meet,
how many autumn worms will he eat?"
[x] - 5
```

[x] - 25 [v] - 10

```
"The giant plant in Click Clock Wood
How's it get water for it's bud?"
[x] - From a giant watering can
[v] - From a camel
[x] - From Kazooie's special water eggs
_____
Non-World Specific Questions
_____
"At Mumbo's Skull you made a stop,
How many feathers were on top?"
[x] - 4
[v] - 3
[x] - 2
"Get this wrong, make a mistake,
Which color Jingo is a fake?"
[x] - Green
[x] - Yellow
[v] - Brown
"In Spiral Mountain, fields are green,
Which veggie baddie isn't seen?"
[x] - Topper the carrot
[x] - Collywobble the cauliflower
[v] - Spuddy the potato
"Me and her look just the same,
Grunty's sister what's her name?"
[v] - Brentilda
[x] - Bruntella
[x] - Boghandle
"She will soon be fat and lame,
What is your little sister's name?"
[v] - Tooty
[x] - Looty
[x] - Booty
"Spiral Mountain's got my face,
How many molehills in this place?"
[x] - 9
[v] - 8
[x] - 7
"You can't win, I've been assured
How many squares are on this board?"
[x] - 113
[v] - 94
```

[x] - 78

"You found enough, you know the score, How many notes for the first note door?"

[x] - 100 [x] - 75 [v] - 50

"Your moves are slow, style they lack, What's the name of your jump attack?"

[v] - Rat-a-tat Rap
[x] - Bill-a-Bong Beak
[x] - Pik-A-Pok Peck

Once you complete the quiz, you will actually be able to fight this stupid witch, who they call Gruntilda. First, head passed the stairs until you reach the green cauldron to activate the shortcut across the game board. Then, you can enter the next Note Door, at 810 notes. Most likely, you have this, but if not, you have to go back and finish more levels, hahahaha! Sorry, but that really would not be fun, would it?

When you enter this next area, you will find the final puzzle. There are no pieces filled in, so you must do the entire thing. Considering you have all the Jiggies in the game, this should be really be a problem, should it? Now, you have several note doors in front of you. They are all under 870 notes, so you should be able to open all of them if you have all the notes in the game. In them is a giant egg, golden feather, and puzzle. The giant items just refill your totals to the max. The puzzle requires some more Jiggies, which you have enough, to complete, doubling your health bar by darkening the honeycombs! This is really the only useful one. Finally, grab the large Red Feathers and head through the entrance to the final battle.

To begin, Grunty will simple swoop down at you as she is on her broomstick. All you want, and can, do is dodge this attack. Continue to dodge it, even when it turns into multiple swoops in a row, until she gets tired and stops. This is your cue to attack her. Use the Rat-a-tat Rap for bets results. After you hit Grunty, she will charge a fireball up at you. She has pretty good aim (sort of like those large snowmen). Either that, or the BK programmers know what they are doing. To dodge this, keep moving. If you don't want to risk it, use a Golden Feather.

Now, you will have to repeat the process again, hitting Grunty when she runs out of gas. Then, she will throw another ball at you. She will do as many as four broom swoops at you, so keep on your toes, constantly dodging her. After the final fourth blow, she will throw a green ball at you, which is like a homing missile, essentially. To avoid this, you must use a Golden Feather! If you need health, grab the Honeycomb. If not, leave it for later use.

Now, you must change tactics. Grunty will be a bit higher, shooting fireballs at you rapidly. You have to go back and forth dodging them. Then, once you get closer, jump to the wall and shoot some blue eggs at Grunty. Try to shoot up to three, but no more or you will get hit. You must repeat this process a few times before you change tactics again. Just a note, you won't be able to shoot as many blue eggs once you get towards the end of this tactic change. She will try to hit you faster, so you might only get one blue egg off.

Now, you must use air tactics. This fight really is comprehensive, isn't it? Well, use the flying pad in the middle and get ready to use your Beak Bomb. You can try to hit her as she is moving (she does move rather slowly). Or, you can always wait until she stops, dodge a few fireballs, and then Beak Bomb her. Do this a few times, and she will begin to constantly throw fireballs at you when she stops. When this point comes, you are going to simply have to Bomb her while she is moving, or else you will lose tons of health.

Ok, this is slightly different, but REALLY annoying. Grunty has a shield that you can not defeat. The Jinjos want to help you out, but you have to activate the stupid statues before they can help. So, you must shoot three eggs into each of the four statues. The problem is that Grunty is shooting fireballs at you from above, and they are well placed, to an insane degree. Seriously! You only have a little bit of time to shoot an egg into the hole before you must quickly move out of the way and dodge the fireball. Just take your time, you are no in any rush, are you?

Now, grab all the health you can get. You are almost done. First, you must simply dodge Grunty's spell. Her shield is still up, and you cannot do much about it. Finally, she will throw another green fireball at you, which you can dodge using Golden Feathers. After this, Jinjonator will come. To activate it, you must shoot an egg into each side of it! Ok, same tactics as before. Still, Grunty's aim is insane. You will have to shoot several eggs into some of the slots (up to 5). Make sure you hear the little click noise, indicating that you have activated that slot. Once you do, it will defeat Grunty for you, meaning you just completed Banjo Kazooie. Congratulations!

CHAPTER 4: Appendices

[B-K-APPEN]

Welcome to the Mumbo Token guide. I will simply list the locations of all the Mumbo Tokens in the game, level by level. For a more in-depth guide of getting these, simply look for "MUMBO TOKEN" in the walkthrough. I found quite a few while playing the game, so you should be able to find most of them there. Otherwise, I will give you a general description below.

1. Behing the small tree stump to the right of the start pad.

2. Under the bridge to Mumbo's Hut.

3. Where you learn Talon Trot, head behind the semi-circular structure.

4. On the platforms just passed Conga.

5. Inside the termite house, on the second level.

/ ----- \ | O--Level 2 - Treasure Trove Cove--0 | 1. Break the entrance to the ship to find the token in the water. 2. Climb the large pole in the center of the ship. 3. Use the Shock Jump pad right next to Bottles, straight in the air. 4. Right where you enter the lighthouse is the token. 5. Just behind Nipper's shell in the water is another token. 6. Inside the chomping treasure chest near the sea. 7. Inside the chomping treasure chest near the sea (same one). 8. Follow the secret red markings. When you get to a ?, head down to find the token near the sea. 9. Near the large semi-circle arc. / ----- \ | O--Level 3 - Clanker's Cavern--O | _____ 1. Just inside Clanker's left tooth on the small platform. 2. Above the starting point via the black pipe. 3. Use the Shock Jump pad near Clanker's fin to find the area with the token. 4. Near Clanker's tail is a platform with the token. 5. Deep in the main area is a pipe with a token inside. / ----- \ | O--Level 4 - Bubblegloop Swamp--O |___ 1. Head to the left from the start and use the Wading Boots to find the token just behind the first Jinjo. 2. Up the winding path after the Jiggy Switch. 3. Inside the Dragon nose. 4. Inside Mumbo's Hut, just behind him. 5. Behind Mumbo's Hut.

6. In the hut area, there is a token in the water under the platforms.

7. In the hut area, there is a token to the right of the Shock Jump pad, in the air, heading to where the golden crocodile usually is.

8. In the hut area, there is a token in the water under the platforms (again).

9. Climb the pole just next to the pink egg, cracked for a Jiggy.

10. In Tip Tank.

/			
OLevel 5 - Freezeezy PeakO /			
1. Head inside the igloo at the start to find the first token.			
2. Near the trunk of the christmas tree.			
3. A reward for defeating a snowman enemy.			
4. A reward for defeating a snowman enemy.			
5. Automatically gain this one when you find the sled way up top.			
6. In the icy water next to the large snowman.			
7. In the center area near the snowman's legs.			
8. Near the many houses on the right side of the main area.			
9. Near the beginning of the snowman's scarf.			
/			
1. At the far end of the large Sphinx, inside of course.			
2. Just ahead of the nose of the large Sphinx.			
3. Inside the Kazooie target building.			
4. Use the Wading Boots behind the Sphinx and head left to find the Token.			
5. In the hexagonal area, once filled with water, at the very bottom.			
6. In the air near the large pyramid in the middle.			
7. At the door of the Running Shoes building.			

9. In King Sandybutt's tomb, at the exit there is a token in one of the jars.

/ ------ _____

| O--Level 7 - Mad Monster Mansion--0 |_____

1. In the garden-like maze. 2. In the garden-like maze. 3. On top of the barn emitting light in all directions. On the right side. 4. Check behind the graves. There is a token behind one. 5. Near the entrance to the clocktower. 6. On top of the church. 7. In the mini-game room at the roof near the organ. 8. Inside the well near the Jiggy. You must use Mumbo Magic. 9. Near the fountain, next to the Jinjo. 10. Just next to the barn with the other token. 11. In a barrel inside the cellar, located at the back of the mansion. 12. At the top of the mansion, on the roof. 13. In a window on the third floor of the mansion. 14. Just next to the toilet, inside one of the windows. / _____ \ | O--Level 8 - Rusty Bucket Bay--O | 1. Use the toll next to the start to find a token near the bridge. 2. In the engine room near the large propeller. 3. In the engine room near the large propeller. 4. In the platform in the engine room. 5. Near the poisonous area. 6. The large garbage boxes contain a token. 7. The large garbage boxes contain a token (smash the middle one). 8. Inside the window on the ship. 9. In the srorage room. 10. Inside one of the huge pipes near the ship. / ----- \

| O--Level 9 - Click Clock Wood--O |_____

```
Spring
____
1. Near the start inside the enemy pot.
2. Near Mumbo's Hut.
3. Across the lake on the left.
4. Up passed the tree ramp
5. In Eyrie's nest.
6. In Nabnut's Hut.
7. In the working house.
8. Near the beehive.
Summer
_____
1. In the meadow across the lake.
2. Near Gnawty's dam.
3. Up the tree slope.
4. Inside Mumbo's Hut.
5. Way up near the large gaps is a token.
6. On the way up the tree slope, another is present.
Autumn
____
1. Near the start inside the enemy pot.
2. Up the tree slope.
3. Up the tree slope.
4. At the top of the tree.
5. Near the working house.
Winter
_____
1. A reward for defeating an enemy snowman
2. On the large vine of the flower holding the Jiggy.
3. Near Nabnut's house.
4. On the beehive.
```


The majority of enemies in this game are simple one hit kills, so there is really no strategy I can give you. However, there are a few enemies that I would like to explain.

First, the large snowman who throw snowballs at you. You can defeat these by using the Beak Bomb, while flying, right at the X on their hat. Sometimes people get confused about how to kill them.

For the most part, the enemies in the water are not parishable. I would just ignore them, as they are usually slow and do not bother you much. Of course, there is always Snacker, the fast shark. You don't want to mess with the load of bad.

The Tentacles are not defeatable. You just have to dodge them. Of course, you can always use your Golden Feathers if you want.

As for the rest, they basically just give you health. So, if you need health use a simple roll or Rat-a-tat Rap to defeat one of the enemies in the level. Nothing more really to say in this section.

Welcome to the Items section of this game. I will list all of the items, give a short description of the item, and describe its function. You should be really familiar with most of these items as you progress through the game, so you might as well get a head start and learn about them before playing certain parts of the game. Some of these items are more important than you think!

/	· `	\
Ι	OItem #1 - HoneycombO	
\setminus		/

The standard Honeycomb is a unit of energy. You will start with five total honeycombs. Most enemies take one or two honeycombs away from you per hit, so you will need these often. You can find Honeycombs in beehives, which dispense three units. Enemies always give you health when defeated as well. Just keep an eye on your health bar at all times and make sure honeycombs are usually full.

The Hollow Honeycomb is much rarer than the standard honeycomb. These units are well hidden in each world, with two exisiting in each level. If you collect a total of six of these, you will gain an additional honeycomb slot to be filled with the standard honeycombs. So, with nine worlds, 2 Hollow Honeycombs in each, you can gain a total of 18 honeycombs, which adds three total honeycombs to your health bar. That is PRETTY worth it, if you ask me. Jiggies are the golden puzzle pieces that you are working for throughout the game. There are a total of 100 Jiggies in the game. You must complete little tasks throughout each level to gain each Jiggy. The Jiggies can usually all be obtained in one visit of a level. There are a few minor exceptions to this, but that is the basics. You use Jiggies to open new levels, and eventually to fight the final boss. There are ten Jiggies in each world, and 10 in Grunty's Lair, the main section of the game.

Musical Notes are the lighter collectibles in each world. Your goal is to grab all 100 notes in each level. They are not hidden that well, so it should be rather easy to find all 100 in each world. You use notes to open Note Doors, which I will explain next.

/ ----- ___ | O--Item #5 - Note Doors--O |___ \ /

Note Doors are the red doors found throughout Grunty's Lair. They have numbers on them, indicating the number of total Musical Notes that you need to pass that particular area. For the most part, the requirements in this game are really easy, so you should not really have a whole lot of difficulty passing these doors. Enough said about that.

Kazooie Eggs are the blue eggs that you find all throughout the levels. You can use these to shoot at enemies, or at spider webs, or breakable walls. They are really not very effective. I don't like to use them unless I really have to, which is not really that often. You should probably know when you need to use them. Sometimes you need to insert a toll or something, which means use the kazooie eggs.

Red Feathers are pretty easy to find all throughout Banjo Kazooie. You can use these to fly in the air, after releasing on a flying pad. Each push into the air will cost one Red Feather. Also, doing a Beak Bomb will cost one Red Feather. In general, these won't run out because you start with 50, and you can increase that to 100. Useful item, still.

/ ------ _ | O--Item #8 - Gold Feathers--O |_ \

Gold Feathers are similar to Red Feathers, but much rarer. You can use them to do the Invincibility move, which is very useful. You only start with 10 of these feathers, but you can upgrade to 20 maximum. When you are facing tough enemies, I would recommend using the Gold Feathers as support. Often, people forget about them. Honestly, you don't need them if you are a good gamer, but still, the game put these items for you to use for a reason, right? / ------ \ | O--Item #9 - Witch Switch--O |

There is one Witch Switch in each world. When you Beak Bust this switch, you will activate a secret Jiggy in Grunty's Lair, usually near the entrance of the level where you found the Witch Switch. Be warned, you often have to use Mumbo's Magic outside of the world to grab these Jiggies. For the levels that do not have Mumbo, you can grab the Jiggies using standard Banjo and Kazooie.

Each mini-game will be listed, along with its location. Enjoy. If you need information on Grunty's Furnace Fun, just see the walkthrough.

Mini-Game - Spell "Banjo Kazooie" - Treasure Trove Cove

For this mini-game you have 100 seconds to spell out Banjo Kazooie. To spell this out, you must Beak Bust the letters on the floor. You can use any of the letters at any time, as long as you spell the words in the correct order. Note that you will not use all of the letters, so keep an eye out for where the letters that you actually need are. Once you spell out the two words, the cage with the crab opens. You must Beak Bust this crab twice to defeat it. Grab the health left behind, then do a High Jump to get to the last JIGGY!

Mini-Game - Loop Swim - Clanker's Cavern

For this mini-game, you are going to want to follow the GREEN loops. So, first find the green loop around and jump through it. As soon as you do this, the timer of 50 seconds will begin. Now, you must find the next green loop and continue to do this until you have jumped/swam through all of them. Basically, you will have to swim through one, then jump to a crate and jump through this loop. Then make your way back underwater and swim through another one. Quickly turn to the right and jump to the crate. Try to jump both of these loops in a row, using the Flutter to help. Then, make your way ahead, under water, to get the last loop. Once all have been passed, you can grab the JIGGY after the water raises to the proper level.

Mini-Game - Conducting in the Turtle - Bubblegloop Swamp

Something you also should have noticed was that the turtle opened his mouth along with giving you the Jiggy. So, enter his mouth. In here, there are some musical notes along the edges of the area. Then, move up to the conductor and he will explain the game. He will conduct a song via his choir. Just so you are forwarned, this is the WORST choir you will ever hear in your life. You could not even sing worse. Anyway, you must memorize the patterns that the turtles squeak. There are two dark blue turtles, so it is kind of hard to distinguish the two via stating the colors out loud. Try to use "center" and "back blue" for those. For the rest, call out their colors. There are three rounds, each one getting slightly longer. The last one is pretty intense. If you guess wrong, you will only lose one honeycomb, so you have a few guesses. After you complete all of the rounds, you gain a JIGGY.

Mini-Game - Mr. Vile's Eating Contest - Bubblegloop Swamp

Mr. Vile's Eating Contest is pretty difficult, especially if you do not have the faster running shoes (which aren't obtained until later in the game). Still I beat this mini-game without the shoes, so it can't be THAT hard. Anyway, there are three rounds to the game. The first round, you will have to eat the red vegetables that pop out of the ground. For each one you eat, you gain a point. Mr. Vile also eats them, and gains points. Your goal is to have eaten more than Mr. Vile within the time limit. The second game is simply eating the red vegetables, and avoiding the yellow vegetables. This is slightly harder because there are less red ones to eat, which means after gulp is pretty important. Finally, the third match is eating whichever vegetable is on the screen above. Of course, the tactics to beating Mr. Vile are the most important so I will get to them right now. Basically, eating the same amount as Mr. Vile is really easy. It is getting that one or two more that makes it so difficult. Therefore, if you simply sit away from Mr. Vile and eat, you won't have a good chance of winning. Instead, you have to use your intelligence over what Mr. Vile is programmed to do. Basically, Mr. Vile always goes for the nearest vegetable. So, stick right next to him and eat that nearest vegetable BEFORE he does, causing him to waste tons of time. If you continue to do this (really more for the last couple rounds) you will be able to beat him even without the fast running shoes. Good luck with this one. If you beat him, he will give you a JIGGY. If you lose, he will take some health away!

Mini-Game - Boggy's Sled Race - Feezeezy Peak

Boggy only accepts challenges with smaller opponents, so you must be the walrus in order to challenge him. Hop onto your sled. You can still jump on the sled, and you will need to at points. Your goal is to follow the flags. The pathway is really simple. There are a few points where you have to jump to flags that are located ON top of houses. Jump to gain these. Try to take advantage of corners. Anticipate where the next flags will be, then use the corners to your advantage. Whenever you travel up an icy slope, keep jumping to go much faster. Finally, gain the JIGGY once you beat him.

Mini-Game - Mummy Matching - Gobi's Valley

A mummy will be chasing you throughout this 100 second matching game. You can always stun it by hitting it, but it will never die. You must Beak Bust the squares of the room to reveal a certain picture of an item. Then, you must find the matching picture. It is just like the game Memory. Honestly, it should be really easy within this time limit. Just go one by one, remembering where a couple are, then find those matches. Never try to remember more than three, because then it gets confusing. Once you are finished, grab the JIGGY in the middle of the area.

Mini-Game - Bucket Spelling - Mad Monster Mansion

This mini-game is similar to that in Treasure Trove Cove. You will have to spell out the same old boring Banjo Kazooie. To do this, jump into the bucket and jump on the designated letters. The trick, however, is that you must dodge the enemy. There is a ghost that will chase you, so watch out. Also, there is a witch area that will hurt you if you jump on it! Spell the words out and you gain a JIGGY.

For the organ mini-game, the hand will play a simple tune of notes. You must memorize this tune and repeat it using Beak Busts. Be aware that the notes are not simple keys, but also flats and sharps (black keys). This will involve a little memorization, but I think you have faced worse before. The hand will give you the Jiggy. To get it, High Jump over to the music, leading towards the top of the music sheet. Then, jump to the organ pipes, which you can climb. Climb over to the JIGGY.

The great Ice Key and the six mysterious Eggs. These are collectibles that you can still gain in this game, that appear later in Banjo Tooie, but serve really no purpose in this game. They are just there for...fun, I guess? So, if you are interested in getting every little freaking thing in this game, you should read the rest of this mini-section on finding the Ice Key and Eggs.

There are some codes that you must enter at Treasure Trove Cove sand castle, so head there and enter the following codes:

- 1. CHEATOUTOFTHESEAITRISESTOREVEALMORESECRETPRIZES
- 2. CHEATNOWYOUCANSEEANICEICEKEYWHICHYOUCANHAVEFORFREE
- 3. CHEATADESERTDOOROPENSWIDEANCIENTSECRETSWAITINSIDE
- 4. CHEATDONTYOUGOANDTELLHERABOUTTHESECRETINHERCELLAR
- 5. CHEATAMIDSTTHEHAUNTEDGLOOMASECRETINTHEBATHROOM
- 6. CHEATTHISSECRETYOULLBEGRABBININTHECAPTINSCABIN
- 7. CHEATNOWBANJOWILLBEABLETOSEEITONNABNUTSTABLE

Essentially, you just activated all the 6 Eggs and the 1 Ice Key. To start, you can enter Wozza's cave at Freezeezy Peak and since the Ice door is now gone you can grab the ICE KEY! Nothing happened, woohoo.

Sharkfood Island, which is located outside the castle in Treasure Trove Cove, will be the location of the first EGG.

Gobi's Valley has an EGG. I am sure there was a door in a small alcove near the flying pad that you wondered its function, right?

In Mad Monster Mansion, there is an EGG on the toilet seat, as well as in the cellar in a new room. Grab the EGG in here.

In Rusty Bucket Bay, you will have to enter the room with the bed, which is on the main ship in the middle. Grab the EGG here.

In Click Clock Wod, simplly head to the squirrel house using the flying pad. Then, Beak Bomb the window to get inside and grab the EGG.

4.5 Secrets [B-K-SECRE] There are tons of codes in Banjo Kazooie. But, with most codes, there comes corruptions of saved files, etc. So, I would use these codes only for back-up files, at your own risk. I never use these, I just found them on the GameFAQs code page for this game. All of these codes must be entered at the sand castle in Treasure Trove Cove (where you entered Banjo Kazooie for a Jiggy). Enjoy. ------"CHEATANENERGYBARTOGETYOUFAR" _____ Function: Places your health bar to 8 total honeycombs. -----"CHEATDONTBEADUMBOGOSEEMUMBO" _____ Function: Places 99 Mumbo Tokens in your total. -------"CHEATGIVETHEBEARLOTSOFAIR" _____ Function: Gives your infinite amount of oxygen while swimming. "CHEATBANJOBEGSFORPLENTYOFEGGS" -----Function: Gives you unlimited number of Kazooie eggs to shoot. "CHEATGOLDENGLOWTOPROTECTBANJO" -----Function: Gives you unlimited number of Golden Feathers. Yikes. "CHEATLOTSOFGOESWITHMANYBANJOS" _____ Function: Gives you unlimited number of 1-Ups, if ever you needed it. _____ "CHEATNOWYOUCANFLYHIGHINTHESKY" -----Function: Gives you unlimited number of Red Feathers for flying. ------"CHEATNOWINTOTHESWAMPYOUCANSTOMP" -----Function: Opens the door to Bubblegloop Swamp. _____ "CHEATTHERESNOWHEREDANKERTHANINWITHCLANKER" _____ Function: Opens the door to Clanker's Cavern. _____ "CHEATTHISONESGOODASYOUCANENTERTHEWOOD" _____ Function: Opens the door to Click Clock Wood.

"CHEATTHEJIGGYSDONESOOFFYOUGOINTOFREEZYPEAKANDITSSNOW" _____ Function: Opens the door to Freezeezy Peak. _____ "CHEATGOBISJIGGYISNOWDONETREKONINANDGETSOMESUN" _____ Function: Opens the door to Gobi's Valley. _____ "CHEATWHYNOTTAKEATRIPINSIDEGRUNTYSSHIP" _____ Function: Opens the door to Rusty Bucket Bay. _____ "CHEATTHEJIGGYSNOWMADEWHOLEINTOTHEMANSIONYOUCANSTROLL" _____ Function: Opens the door to Mad Monster Mansion. _____ "CHEATUPYOUGOWITHOUTAHITCHTOTHEWATERLEVELSWITCH" _____ Function: Raises the water level near Rusty Bucket Bay. "CHEATTHEYCAUSETROUBLEBUTNOWTHEYRERUBBLE" -----

Function: Opens all breakable walls.

There are more cheats, which you can find on the GameFAQs page, but they are all completely a waste of time, in my humble opinion. The ones above seem sort of neat, but nothing special. Enjoy the game, that's why it was made. Also, using several of these can screw your file up, so please, don't do this at the end of your hard earned file, or something, just because you cannot beat a certain Jiggy or something.

CHAPTER 5: Ending

[B-K-ENDIN]

I would like to credit the following people for contributing to this guide...

1. Shoecream - ASCII art at the top of the page.

http://www.gamefaqs.com/features/recognition/32285.html

-EOD-

This document is copyright nm14 and hosted by VGM with permission.